Mythic Greece: Age of Heroes Addendum

By Dan Myers

For Charlie "Ham the Hobbit" Myers

MYTHIC GREECE FOR MERP

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Foreword

Initially, the *Mythic Greece: The Age of Heroes* campaign was designed for *Rolemaster*™ (Second Edition) and *Hero System*™ users.[2] Therefore, *Middle Earth Role-Playing*™ System (MERP) users have had to filter through the RM2 rules to play the campaign. Following the procedures detailed below, the MERP user will be able to gain the same pleasure from the *Mythic Greece* campaign as RM2 or *Hero* users. It is hoped that the following conversion will be compatible with MERP to the point that players will be able to switch their characters from one campaign to the next with no problems. Hence, MERP players should be able to enjoy the *Mythic Greece* campaign in many ways, whether they prefer the American television portrayals of these heroes (for example, Universal's *Hercules: The Legendary Journeys*, *Xena: Warrior Princess*, and *Young Hercules*) or a straightforward adaptation of Homer's *Iliad* and *Odyssey*.

This article will achieve its objective in a number of ways. First, it will modify the character creation rules presented in *Mythic Greece* into MERP format. Second, it will present descriptions of cultures and races in *Mythic Greece* in the same format as the Dúnedain, Hobbits, and Elves are in MERP. Tables for Adolescence skill development and Racial Modifications are also presented in MERP format. Third, it will present an expanded list of herbs, magical items, animals and monsters present in the original *Mythic Greece*.

Dan Myers
Greek Mythology Buff

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[2] Aaron Allston, *Mythic Greece: The Age of Heroes* (Charlotte, NC: Iron Crown Enterprises, Inc., 1992).

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1.0 Character Creation

This section shows players how to create *Mythic Greece* characters in MERP rules.

In creating a *Mythic Greece* character, players follow the normal rules of MERP, rolling for stats, developing skills, choosing professions, etc. *Mythic Greece*, however, presents the players with the opportunity of playing extra-powerful characters. A player can create a character with the immense strength of Hercules or the impenetrable skin of Achilles. Despite these awesome powers, there is another side—the character will be harassed continuously by a god who hates him. This god is called the Hunter. At the same time, the character will also have a patron god who grants the character the great powers and will occasionally help the character in times of need. This god is called the Watcher. The player will have to choose the character's Hunter and Watcher according to the character's background and personality. A short list of gods is located in Section 4.1.9. A *Mythic Greece* Character sheet is found in the appendix of this addendum to take into account the differences found in *Mythic Greece* from MERP.

1.1 *Creating a* Mythic Greece *Character in the MERP System*

The first part of creating a *Mythic Greece* character is to choose a race. In Greek mythology, all of the heroes were human, or more specifically, Achaean or Minoan. They were also all aristocrats. Occasionally, an outsider such as a Thracian or Amazon aristocrat will perform death-defying feats and great tasks, but in Greek mythology, they are usually the supporting actors and actresses of a grand quest. Non-human characters are treated as non-player characters to be encounter as part of a quest or task. However, a Game Master (GM) and players might want to bypass the typical Greek hero stereotype and create non-human or non-Greek player characters. Therefore, descriptions of non-human and non-Greek races have been included in Section 4.2.

1.2 *Rolling Stats*

The PC is constructed following the MERP rules for rolling stats. According to what power level and background options the player and GM choose, some stats may increase to extraordinary potentials. This will be explained further in Section 2.4.

Note: Some cultures or races have special requirements for placing stat rolls. See the individual culture or race's description for more information (Section 4.1).

1.3 *Choosing a Profession*

In choosing a profession, the PC is restricted to the professions listed in Table 1.3 below. These professions are further restricted by the Profession Restrictions of the cultures or races chosen by the player. Spell-users of Essence are unknown in *Mythic Greece*; therefore, they do not exist—at least, not as PC options.

TABLE 1.3: MERP Professions in *Mythic Greece*

Standard Professions	Optional Professions
Warrior	Barbarian
Animist	Rogue
Ranger	Explorer
Scout	Scholar
Bard (C)	Civilian
Note: The Bard Profession is treated as a Channeler and follows the armor restrictions of a Channeler. Bards still draw their power points from Intelligence.	

1.4 *Choosing Power Levels*

A player can choose to create a character at three power levels. The first power level, similar to a normal MERP character, is the **Lesser Hero**. In Greek mythology, Lesser Heroes are usually the supporting actors to a *Greater Hero* or *Demigod*. For example, in Universal's *Hercules*, the character Iolaus is a Lesser Hero who serves as Hercules' sidekick. Lesser Heroes lack the magical powers of Greater Heroes and Demigods, but they also generally do not have Hunters or Watchers meddling in their affairs and causing problems.

The second power level is the **Greater Hero**. These characters begin with magical powers; however, the gods, generally one Hunter and one Watcher each, will occasionally meddle in their affairs. Therefore, the GM and players must choose the appropriate Watcher(s) and Hunter(s) for Greater Heroes according to their background and personality traits (see the example below).

The third power level is the **Demigod**. These characters begin with great magical powers making them far more powerful than the average PC; however, the gods constantly meddle with them and pry into their affairs. As for Greater Heroes, the GM and players must choose the appropriate Watcher(s) and Hunter(s) for Demigods according to their backgrounds and personalities.

Examples: A Minoan named Autolycos is the son of Poseidon and a mortal woman. Therefore, the player and GM assign Poseidon as his Watcher. Since Autolycos possesses great honor and abhors battle lust, they assign Ares as his Hunter. (Ares, the God of War, *i.e.* battle lust, detests those of acumen in the strategy of war.) In Universal's *Hercules*, the title character has two main Hunters, Hera and Ares; Zeus and Aphrodite might be considered his Watchers.

In *Mythic Greece*, each power level costs a certain number of background option (BGO) points. Table 1.4 lists the cost of each power level and how many times each can be bought.

TABLE 1.4: *Mythic Greece* Power Levels

Power Level	Cost	Restrictions
Lesser Hero	1 BGO	None
Greater Hero	3 BGO	One per character
Demigod	4 BGO	One per character with GM permission
Note: Some cultures or races have additional restrictions or may have their power levels already set.		

Example: Autolycos the Minoan is made a Greater Hero. According to the Adolescence Table, Minoans begin with four BGO points (see Section 1.8). Therefore, Autolycos' player spends three of his BGO points on a Greater Hero power level, leaving one point. Since he cannot buy another Greater Hero or Demigod power level, the player spends the remaining background option on a Lesser Hero power level.

The following sections explain in detail each power level and its options.

1.4.1 Lesser Hero

A Lesser Hero power level is handled in the same manner as background options for standard MERP characters. While lacking the magical powers of the higher power levels, the Lesser Hero does not have a godly enemy (at least, not from the beginning). Background options from this power level can be taken more than once. For each Lesser Hero power level purchased, a player may choose from four options, special abilities, hobby skill ranks, stat increases, and languages, each worth 1 BGO point. A Greater

Hero or Demigod can also take these options (and is in fact required to spend leftover BGO points on them). The Lesser Hero Option Table below provides the details.

The **Special Abilities** give the character extraordinary talents that allow him to be called a Lesser Hero. These powers are *not* derived from the gods of Olympus (or any others). The **Hobby Skill Ranks** give the player two options. He can increase one of the PC's primary skills by two ranks or one of his secondary skills by five. The **Stat Increases** also give the player two options. He may increase one of the PC's stats by 2 points or three stats by 1 point each, to a maximum of 101. *Players who already have chosen Greater Hero or Demigod options for their characters may not choose this option.* The **Languages** category allows a character to learn one additional language to rank 5 (fluency). *The GM may restrict which languages a character may learn, see Section 0.*

TABLE 1.4.1: Lesser Hero Options and Special Abilities

	Lesser Hero Option (each option costs 1 BGO point)
	Stat Increase (only lesser heroes may increase stats with Lesser Hero Options)
	Increase one stat by 2 points; OR Increase three stats by 1 point
	Hobby Skill Ranks
	Increase one primary skill by 2 ranks; OR Increase one secondary skill by 5 ranks
	Languages
	Learn one language to rank 5
d100	**Special Abilities**
01–20	**Extra Wealth**: Hero re-rolls for an additional 1–100 GP.
21–40	**Gift**: Hero receives a special item that adds +10 to the skill with which it is used, OR the item is a +1 spell adder.
41–50	**Extra Skill**: Hero receives a special +5 bonus to any one primary skill.
51–60	**Craftsman**: Hero receives a special +15 bonus to any one secondary skill.
61–65	**Great Piety**: Hero Priest starts with one spell list learned from his Watcher. If the hero is not a Priest, re-roll.
66–70	**Empathy**: Hero has empathy with any one type of animal. Hero starts with one loyal companion animal of this type.
71–75	**Resistance**: Hero receives a special +10 to RR's versus diseases and poisons.
76–80	**Lightning Reactions**: Hero receives a +5 to all offensive and defensive bonuses.
81–85	**Nimbleness**: Hero receives a special +10 bonus to all Moving Maneuvers.
86–90	**Observation**: Hero receives a special +10 bonus to Tracking and Perception skills.
91–95	**Charisma**: Hero receives a special +10 to all Influence skills.
96–00	**Hardiness**: Hero receives a +3 bonus to each d10 roll for concussion hits.

Notes: Unlike in MERP, the **Special Items** category is listed as part of the Special Abilities category as **Gifts**. This is because the occurrence of magic items in the Age of Heroes is low; while they do exist, magic items do not just "pop" into a character's hands. The majority of these Gifts are keyed to the character's culture or race. Likewise, the **Extra Wealth** category is listed as part of the Special Abilities category because all heroes will be aristocrats (nobles or monarchs) to whom money is not very important. This wealth roll is to signify a particularly wealthy aristocrat.

1.4.2 Greater Hero

The Greater Hero power level costs 3 BGO points for one Greater Hero Option and may only be purchased once. However, the player may use remaining BGO points on Lesser Hero Options excluding Stat Increase. The Greater Hero Option (Table 1.4.2) has three categories from which the player can choose, Spell Powers, Great Skills, and Statistic Powers, explained in Section 1.5.

TABLE 1.4.2: Greater Hero Options

Greater Hero Option (worth 3 BGO points, limit one)
Choose one of the following options:
➢ One of the six Statistic Powers
➢ A Spell Power to Level 5
➢ A Great Skill: Apply 15 skill ranks to any one category.
Note: Great Skill may not be applied to any skill category in which the initial development point total is zero.

These extra powers are derived from the gods of Olympus (or, rarely, others), either because the character is a descendant of one of them or because he has become involved in some way in their affairs. Due to this divine attention, the player of a Greater Hero must choose at least one Watcher who occasionally aids him and at least one Hunter who occasionally harass him.

1.4.3 Demigod

The Demigod power level costs 4 BGO points for one Demigod Option, and like the Greater Hero power level, it may be purchased only once. However, the player may use any remaining BGO points on Lesser Hero Options excluding Stat Increase. The Greater Hero Option (Table 1.4.3) has three categories from which the player can choose, Spell Powers, Great Skills, and Divine Hero, which gives the Demigod two Greater Hero Options.

TABLE 1.4.3: Special Abilities for the Demigod Option

Demigod Option (worth 4 BGO points, limit one)
Choose one of the following options:
➢ A Spell Power to Level 10
➢ A Great Skill: Apply 30 skill ranks to any one category.
➢ Divine Hero: Choose ***two*** Greater Hero options.
Note: Great Skill may not be applied to any skill category in which the initial development point total is zero.

Like the magical powers of a Greater Hero, those of a Demigod are derived from the gods of Olympus (or, rarely, others) due to some special relationship with them. The player of a Demigod PC must choose at least one Watcher who will frequently act to guard the PC's safety and at least one Hunter who will frequently harass the PC.

Naturally, players will want to choose the Demigod power level. Players wanting a Demigod character must first create the character as a Greater Hero. However, players must tell the GM that they want a Demigod character. The GM will evaluate all the characters that want to be Demigods, and then choose the one whom the GM thinks will work best in the campaign as the primary character. The GM will tell the player to give his character the extra power that the Demigod gets. There should never be more than one or two Demigods in a campaign.[2]

1.5 *Special Powers of the Greater Hero and the Demigod*

The following sections detail the special powers of the Greater Hero and Demigod.

1.5.1 Great Skills

All skill ranks must be applied to one category and may not be applied to skills whose initial development point allocation is zero.

Example: Autolycos the Minoan chooses Great Skill in the Greater Hero package and would like to invest his 15 skill ranks in a Weapons Skill category. As a Minoan, Autolycos may invest his 15 skill ranks in one-hand edged, two-handed, missile, or pole-arm weapons skills because those initial development points are not zero (see Section 1.8). However, Autolycos cannot invest his skill ranks into one-hand concussion or thrown weapons because their initial development points are zero.

1.5.2 Statistic Powers

Players have six PC Statistic Powers from which to choose:

TABLE 1.5.2: Statistic Powers for Greater Heroes and Demigods

Statistic Power (taken only with Greater Hero or Demigod Options)	
Great Beauty	Temporary Presence increases to 120, Appearance to 110
Great Cunning	Temporary Intuition increases to 120, Intelligence to 110
Great Dexterity	Temporary Agility increases to 120, Intelligence to 110
Great Prowess	Temporary Agility and Strength both increase to 110
Great Strength	Temporary Strength increases to 120
Great Vitality	Temporary Constitution increases to 120, Strength to 110

These Statistic Powers provide the character with traits far beyond the normal character's capabilities. Since MERP lacks any rules concerning potential stats, Table 1.5.2.1 below defines the Statistic Powers in MERP game terms. The Statistic Power represents the PC's potential, not his normal ability. The Statistic Power is channeled to the PC from his Watcher (who may or may not be paying attention, Table 0) only in times of need or desperation.

1.5.2.1 Bonuses for Extremely High Statistics

Table 1.5.2.1 below (adapted from RM2) shows the stat bonuses and power points that arise from stats in the range 100–120. The entire range is shown for comparison, but the most frequently used values (110, 115, and 120) are highlighted white-on-black.

TABLE 1.5.2.1: Bonuses for Extremely High Statistics

Stat	Bonus	PP
100	25	3
101	30	3
102	35	4
103	40	4
104	45	5
105	49	5
106	53	5

Stat	Bonus	PP
107	57	6
108	61	6
109	65	6
110	68	6
111	71	7
112	74	7
113	77	7

Stat	Bonus	PP
114	80	7
115	82	8
116	84	8
117	86	8
118	88	8
119	90	8
120	91	9

1.5.2.2 Watcher Intervention Attempts

Every time a Greater Hero or Demigod PC attempts to channel his Statistic Power, he must roll on Table 0-A below to determine his degree of success or failure. Some modifiers are permanent (*e.g.*, GM decrees or modifiers accruing from past absolute successes or blunders); others are temporary as described in Table 0-B.

TABLE 0-A: Resolution of Watcher Intervention Attempts

Result	D100 (OE)
Spectacular failure—your Watcher thinks of you as a dishonorable coward. You are at –50 in all future attempts due to your Watcher's lack of confidence in you. Loss of confidence reigns for 1–10 days.	–26 and lower: BLUNDER
Your Watcher is off in Elysium. You are at –30 in future attempts for the next 1–10 days.	–25 to 04: ABSOLUTE FAILURE
Your Watcher is busy watching over someone else. You may try again in 24 hours.	05 to 75: FAILURE
Intrigued by your situation, your Watcher begins to pay attention to your petty concerns. Roll again in three rounds.	76 to 90: PARTIAL SUCCESS
Other Olympians are showing interest in your situation, thereby drawing your Watcher's attention. Try again in three rounds with a +10 bonus to see if you can win your Watcher's attention.	91 to 110: NEAR SUCCESS
Well done. Your Watcher urges you forward and grants you the Statistic Power.	111 to 175: SUCCESS
Astonished at your feats of bravery and cunning, your Watcher grants you the Statistic Power and gives you full attention for the next 1–10 days. You are at +30 to all future attempts.	176 and higher: ABSOLUTE SUCCESS

TABLE 0-B: Modifiers to Watcher Intervention Attempts

Condition	Mod.
When was the last time the character asked for the Statistic Power?	
Over a month ago	+20
Over a week ago	+10
4–7 days ago	+0
1–3 days ago	–20
Within the last 24 hours	–40
What is the character?	
Greater Hero	+10
Demigod	+20
What is the character confronting? (Or a monster of equivalent status to one of these four categories)	
Lesser Hero or below	–15
Greater Hero or Demigod	+10
Minor God	+15
Major God	+20
Is the character performing a maneuver?	
Extremely Hard (–30)	+0
Sheer Folly (–50)	+10
Absurd (–70)	+20
Anything Less	–15

1.5.3 Spell Powers

Spell Powers provide the character with magical abilities that makes the character stand out as a hero from the local population. Players may choose one of the pre-created Spell Powers taken from Greek myths and legends listed below for their PC's. A GM may want to modify, limit, or add more Spell Powers to suit his style of playing. The majority of the listed Spell Powers are level 5 unless otherwise stated; they are categorized below by name (bold) and, in brackets, level, Watcher type, race restrictions, and mechanics.

Level: Greater Heroes may only use Spell Powers to level 5; Demigods may use them to level 5 or level 10 according to the option chosen.

Watcher Type: Players may only choose those Spell Powers, which correspond to the chosen Watcher's specialty or area of influence. Specialties marked *Any* may be assigned to any PC. *Example*: Hector's Watcher is Apollo, whose specialty is *Enlightenment*. Therefore, Hector may choose any Spell Power from the *Enlightenment* or *Any* types. A list of gods and their specialties can be found in Section 4.0.

Race Restrictions: Some Spell Powers are race-specific.

Mechanics: These instructions determine how the Spell Power can be used. Those designated *Separate Power Points* require a separate power point allocation dedicated solely to the Spell Power chosen—3 PP per level, unmodified by stats, magic items, or special factors. For spell-users, this will mean having two sets of power points, one for casting normal spells and the other for using the Spell Power. These power points are used effortlessly and can be used at any time. The Spell Power effect level (5 or 10) is determined by the power level, Greater Hero or Demigod.

- **Great Hearing** {*Level 5 • Any • All Except Satyrs and Sileni • Continuous*}: Hero can hear twice the normal hearing range and has a +30 bonus to hearing perception rolls.

- **Great Shout** {*Level 5 or 10 • Enlightenment or Fertility • Centaurs, Satyrs, and Sileni Only • Once Per Day*}: Treat this Spell Power as "Charm Song" on the Bard base list, except it **panics** foes must resist a level 5 (or 10).

- **Aquatic** {*Level 10 • Earth or Sea • Humans Only • Continuous*}: Hero receives the Spell Powers Swimming and Water-Breathing, taken together as a 10th-level Spell Power for Demigods. This Spell Power works even when unconscious.

- **Great Vision** {*Level 5 • Any • All Except Satyrs and Sileni • Special*}: The hero's vision is increased twofold; this part of the Spell Power is treated as *Continuous*. Great Vision also allows the hero to see through illusions and the disguises of gods, or to see invisible objects, if the target fails an RR *vs*. level 5. This ability can only be attempted once per day.

- **Healing** {*Level 5 or 10 • Enlightenment • Any • Separate Power Points*}: The hero is granted a healing spell list to level 5 or 10 (for Demigods). The following spell lists can be chosen for the Spell Power Healing: *Surface Ways*, *Blood Ways*, *Bone/Muscle Ways*, *Organ Ways*, or *Purifications*. *Note*: GM may restrict access to certain spells or modify the list.

- **Great Hunter** {*Level 5 • Earth, Underworld, Sky • All Except Satyrs and Sileni • Once a day*}: Hero is surrounded by a 1' radius field where sound cannot travel into or out. The field is centered on the Hero and moves with the hero as long as the hero concentrates. This spell power adds an additional +20 to stalking and hiding skills.

- **Impenetrable Skin** {*Level 5 or 10 • Any • Any • Continuous*}: Grants the hero tough skin that acts as chain or plate armor depending on the GM's choice and the power level. The hero's skin also acts as

a continuous "Resist Elements" spell from the Protection list. There is, however, a drawback: The hero or GM must pick *two* unprotected areas that if hit (as specified in the critical table or a 10% chance) will receive a +10 to attacker's critical roll. The area cannot be covered with armor (this can be explained as a magical or psychological limitation); it must be located near a main artery, nerve center, or comparable weak point; and it must be at least 3" in radius. (This represents the Spell Power of Achilles.)

- **Herb Mastery** {*Level 5 • Earth or Fertility • Any • Separate Power Points*}: The hero possesses the ability to double the potency of any herb. The power may be employed only once per dose of herb, and it must be used while the herb is being used.

- **Hunter of Hera** {*Level 5 • Granted by Hera • Human Only • Once a Day*}: Hera's persecution of heroes of divine blood is well known. This special power allows the hero to locate and smite down offsprings of the gods. The hero can sense the presence of any individual with divine blood within a thrity feet radius. This sense comes across as a tingling feeling that becomes stronger as the hero nears a divine-born being. The hero also receives a +20 bonus to all attacks against divine offspring.

- **Prophecy** {*Level 5 • Enlightenment • Any • Once Per Night*}: The hero receives "Dreams I" from the Direct Channeling list once per day (*i.e.*, night) while sleeping. All inquiries are directed to the hero's Watcher, but answers should never be direct; they must be interpreted. *Note*: Read the Omens and Prophecy section of *Mythic Greece* for details.

- **Predict Storms** {*Level 5 • Any • Any • Three Times Per Day*}: The hero is able to accurately predict storms—type, strength, and wind direction—during three one-hour periods per day.

- **Resist Elements** {*Level 5 • Any • Any • Continuous*}: The hero's skin acts as a continuous "Resist Elements" spell from the "Protection" list except that the hero has a +20 to RR

- **Swimming** {*Level 5 • Earth or Sea • Any • Continuous*}: Hero is able to swim without tiring and at twice the normal rate.

- **Speak to Animals** {*Level 5 • Fertility • Any • Continuous*}: Hero can speak to a particular class of animals. *Examples*: Polyidus can speak to birds; Atlanta can speak to bears.

- **See Truth** {*Level 5 or 10 • Any • All Except Satyrs and Sileni • Twice a day*}: The hero's can detect whether a person is telling the truth by concentrating on the words spoken. The speaker must face a level 5 or 10 (Demigods) RR roll. If the speaker fails the RR roll then, the hero can tell if the words are true. Otherwise, the hero has no idea.

- **Water-Breathing** {*Level 5 • Earth or Sea • All Except Centaurs • Continuous*}: Hero is able to breathe water as if it was air. This Spell Power works even when unconscious.

- **Winged Ankles** {*Level 5 • Sky or Wind • Humans Only • Twice Per Day*}: Hero grows a set of small wings on his ankles, allowing him to fly (75'/rnd). Flying follows the normal stamina rules.

Note: Those GM's who wish to provide a greater range of Spell Powers should consult the *Mythic Greece* "Spell Power" Section (1.3.3), page 7. The book goes into detail into how to create a Spell Power and expands the number of Spell Powers to include *Rolemaster* spell lists.

1.6 *Skills Development*

For skill development, follow the MERP format for developing Adolescence and Apprenticeship skills. Due to the nature of *Mythic Greece*, there are several modifications to skills. First, most human cultures and races in *Mythic Greece* do not ride horses; only Amazons and some Asians ride them (usually without

stirrups, an Oriental invention). Instead, the majority of Mediterranean human cultures and races use chariots. Therefore, the GM should change Riding to Charioteering for most humans.

The second modification deals with magic use. In *Mythic Greece*, all spell-users are priests or otherwise possess knowledge of religious matters. Therefore, all spell-users are required to possess the skill Priesthood, which is placed in the Magical Skills category. The effects of Priesthood on spell-casting will be clarified in Section 1.7. All spell-users must also choose a god as their patron god even if the character is a Lesser Hero. This god is a friendly god for whom the hero is a priest.

Secondary skills follow the normal MERP format.

1.7 *Spell-Users*

In *Mythic Greece*, magic does not exist in the same form it does in Middle-earth. There are no Mages or Wizards in tall pointed hats, nor a Sauron watching over the land for uses of magic. Instead, the vast majority of magic used comes from the gods. The few mortals who can use magic are priests of a particular god and users of the realm of Channeling. As far as PC's are concerned, the realm of Essence does not exist in *Mythic Greece*.

1.7.1 How to Create a Spell-User

In creating a spell-user PC, a player has to do two things. First, all spell-users (including Bards, Animists, and Rangers) are priests of a particular god and must add the skill Priesthood to their Magical Skills category. The spell-user must develop Priesthood to a rank greater than or equal to the level of a particular spell in order to cast that spell. Second, the spell-user must have a god as Patron, for whom the spell-user will be a priest even if the spell-user is a Lesser Hero. With GM approval, a player may make his PC's Patron different from his Watcher.

In *Mythic Greece*, magic is derived from the gods; the PC should choose a god whose specialties are suited to the PC's personality. A solemn PC might choose the mighty gods Zeus or Hades, while a romantic one might choose Aphrodite or Dionysus, while one with warlike attributes might chose Ares or Athena. Each god specializes in a particular type of spells (see Section 2.0). Zeus is the God of the Sky. Hence, Zeus' specialty is *Sky* and all spell lists relating to the sky are his specialty. Thus, priests of Zeus can only cast spells from the magical specialty *Sky*. However, there are spell lists possessing the magical specialty *Any*. These spell lists may be learned by any spell-user without Patron restrictions. Those spell lists not included are not available because they fall outside the bounds of magic in *Mythic Greece*; therefore, they cannot be learned by PC spell-users. For a table categorizing the MERP spell lists according to magical specialties read Section 4.0.

Example: Medea the Achaean chooses to be a Bard and the Greater Hero option. (Remember that Bards in *Mythic Greece* are treated as users of Channeling. Hence, Bards have access to the Open Channeling lists and Bard base lists.) For Medea's Watcher, Hera is chosen because of Medea's fealty to the family; however, Medea is made a priestess of Apollo. Therefore, Apollo is her Patron and Hera is her Watcher. Apollo is the God of the Arts and Music, so his magical specialty is *Enlightenment*. The spell list "Surface Ways" has the magical specialty of *Enlightenment*. Therefore, Medea can learn that spell list and any other list in her Profession containing the magical specialty *Enlightenment*. Likewise, Medea cannot learn "Sound Control" because it is not within the purview of *Enlightenment*. (Only priests with the magical specialty *Underworld* may learn that spell list.) However, Medea *can* learn the spell list "Protections" because it is classified *Any*. Therefore, Medea and priests of any magical specialty may learn that spell list.

Normal MERP rules apply for learning and using spell list and spells.

1.7.2 Non-Spell-User

Those non-spell-user characters who wish to learn spell lists must also follow the rules above. The character needs a Patron god or goddess and, to be a priest, that means he must learn the Priesthood skill. The character will also need to possess the Priesthood skill to ranks greater than or equal to the spell level to cast a particular spell. This will probably mean that the non-spell-user character will have to advance levels before casting spells of any significance.

1.7.3 Spell Recommendations in Mythic Greece

In Mythic Greece, most heroes will be warriors bashing their foes with their physical might. On rare occasions, a spell user will be a hero such as Orpheus. Even then, the hero's spell-casting ability is rather limited. The hero cannot turn invisible or teleport to distant lands. These are powers of the gods, not for mere mortals.

The GM should consult *Mythic Greece* "The Spell List" Section (1.6.6), page 12, which provides spell lists that are not permitted in Mythic Greece. This section recommends additional spell lists and spells restrictions in order to stay true to the *Mythic Greece* sword & scandal setting. The GM can decide whether or not to accept the recommendation or add additional recommendations.

The below spell lists should not be allowed in Mythic Greece:

- Channeling:
  - Open: Lofty Movements and Barrier Law
  - Closed: Symbolic Ways
  - Cleric: Channels, Communal Ways, Summons, and Repulsions
  - Astrologer Not recommended for PCs
  - Bard: Sound Projections (In Mythic Greece, Bards are Channelers)
  - Ranger: Nature's Summons

- Mentalism: (if using Rolemaster's *Spell Law*)
  - Open: Cloaking, Illusions
  - Closed: Movement, Solid Manipulation, Telekinesis and Mind's Door
  - Evil Mentalist: Not recommended for PCs
  - Seer: Not recommended for PCs
  - Mystic: Hiding

- Other spells that are prohibited

Windwalking, flying etc. is not possible. If one wants to fly, one has to change self into a bird or other flying creature or take the spell power *Winged Ankles* (see Section 1.5.3 Spell Powers).
Invisibility as such does not exist. People can exist in Shadow World and be invisible to most creatures.
Shape Shifting, etc. is not allowed unless taken as a Special Power.
Mind links, Detect lies, telepathy etc.is not possible. In the Age of Heroes should be confined to permanent links between animals and their owners, between twins, that sort of thing.
Dimension Door/Walk, Gate, Teleport etc. do not work in Mythic Greece. Only the gods are allowed these powers.
Joining healing spells that re-attaches major body parts are not allowed.
Life-giving spells are allowed but the GM should warned the hero that casting these spells will incur the wrath of Hades. Hades does not care for mortals interfering into this realm.

1.8 *Adolescence Skill Development Table*

The table below presents MERP adolescence skill development points for the races and cultures more fully described in Section 4.0.

TABLE 1.8: MERP Adolescence Table for *Mythic Greece*

	Achaean	Amazon	Atlanteans	Dryad	Centaur	Etruscan	Latin	Minoan	Myrmidon	Nereid	Oread	Phoenician	Satyr/Silenus	Trojans
M & M														
No Armor	0	1	1	1	2	0	1	0	1	1	1	1	1	1
Soft Leather	0	1	0	0	0	0	1	1	0	0	0	0	0	0
Rigid Leather	1	0	0	0	0	1	1	1	1	0	0	1	0	0
Chain	1	0	0	0	0	1	0	0	1	0	0	0	0	1
Plate	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Weapon Skills														
1-H Edge	1	1	0	1	0	0	1	1	1	0	0	1	1	0
1-H Concussion	0	0	0	0	2	0	0	0	0	0	0	0	0	0
2-Hand	0	0	0	0	0	0	0	1	1	0	0	0	0	0
Thrown	1	1	1	1	0	1	0	0	0	0	1	1	1	1
Missile	0	2	1	0	1	1	1	1	1	0	1	1	0	1
Pole-Arms	2	1	2	0	1	1	1	1	2	0	1	0	1	2
General Skills														
Climb	1	1	0	4	0	1	1	0	1	0	1	0	0	1
Ride	0	4	0	0	0	0	0	0	0	1	0	0	0	3
Swim	2	0	4	1	0	2	1	3	0	6	0	4	0	0
Trickery Skills														
Ambush	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Stalk/Hide	0	0	0	4	1	0	1	0	0	3	3	1	3	0
Magical Skills														
Read Runes	0	0	0	1	1	1	0	1	0	2	1	0	0	0
Use Items	0	0	2	2	0	0	0	0	0	1	1	2	1	1
Misc. Skills														
Perception	1	1	3	3	2	1	1	2	2	3	3	2	2	1
Body Hits	2	2	1	1	4	2	2	2	3	1	1	1	3	2
Special														
% for Spells	5%	5%	5%	20%	7%	5%	3%	5%	7%	30%	20%	3%	10%	7%
Languages	3	5	3	4	4	4	3	3	3	4	4	5	3	3
Background	5	4	3	4	5	4	5	4	4	4	4	4	4	4

1.9 *Racial Modification Table*

The table below presents MERP racial modifications for the four races more fully described in Section 4.0. Humans are comprised of Achaean, Amazons, Atlanteans, Etruscans, Latins, Minoan, Phoenician and Trojans.

TABLE 1.9: MERP Racial Modifications Table for *Mythic Greece*

	ST	AG	CO	IG	IT	PR	ESS	CHN	POS	DIS
Human	+5	0	0	0	0	0	0	0	0	0
Myrmidon	+5	0	0	0	0	-5	0	0	+10	+10
Centaur	+5	–5	+15	0	+5	0	0	0	+10	+20
Nymph	–10	+10	0	0	0	+5	0	0	+20	+100
Satyr or Silenus	0	+5	+10	0	–5	–5	0	0	+20	+100

2.0 Languages

Since the majority of the myths and legends take place in Hellas, it is recommended that player characters speak at least some Greek. In Mythic Greece, Pelasgian is the very first language spoken by humans. Therefore, in any culture there will be scholars and linguists who speak some variant of Pelasgian. Heroes, who speak Pelasgian, will be able to find a scholar or linguist in a city to talk or translate for them.

TABLE 2.0: Languages of *Mythic Greece*

Region	Language Ranks for Starting Characters
In and Near Greece	
Greek	Achaeans 5, Atlanteans 5, Minoans 4, Myrmidons 5, Trojans 5, Centaurs 5, Satyrs 5, Dryads 5, Oreads 5, Nereids 5.
Minoan	Achaeans 2, Minoans 5, Satyrs 3.
Pelasgian	Achaeans 4, Atlanteans 5, Myrmidons 3, Satyrs 3.
Sintian	Achaeans (from Lemnos only) 5.
Asia Minor	Phoenician of Asia Minor have one Asia Minor language to rank 5.
Phoenician	Phoenician 5
Hatti	
Phrygian	Sileni 5, Trojan 3.
Amazon	Amazons 5.
Luwian	Sileni 3.
Lydian	
Northern Africa	Amazons of Hespera and Atlanteans choose one African language to rank 2. Phoenician of North African can choose one language to rank 5.
Egyptian	
Libyan	Amazons 3.
Ethiopian	
Amazon	Amazons 5.
Eastern Europe	Amazons of Amazonia have one Eastern European language to rank 2.
Colchian	
Thracian	Trojans 1.
Scythian	Amazons 3.
Slavic	
Western Europe	Atlanteans can choose one Western European language to rank 2.
Etruscan	Etruscan 5, Latin 3
Latin	Etruscan 3. Latin 5
Celtic	
Note: Subject to racial language restrictions, Dryads and Oreads learn one additional language to rank 4; Minoans and Nereids, one to rank 3; Centaurs, two to ranks 3 and 1, Etruscan learn one additional language to rank 2 either Greek or Phoenician. Phoenician can learn one additional language to rank 2.	

3.0 Gods and Magic of *Mythic Greece*

The entire collection of MERP spell lists has been reviewed and either assigned a magical specialty as shown below or rejected as inconsistent with *Mythic Greece*. Because all magic derives from the gods in *Mythic Greece*, a selection of the major gods and goddesses and their magical specialties are also presented. In most cases, players should choose PC Watchers and Hunters from this list. For information on how a god or goddess watch or hunter heroes and a more comprehensive listing of gods read *Mythic Greece* campaign.

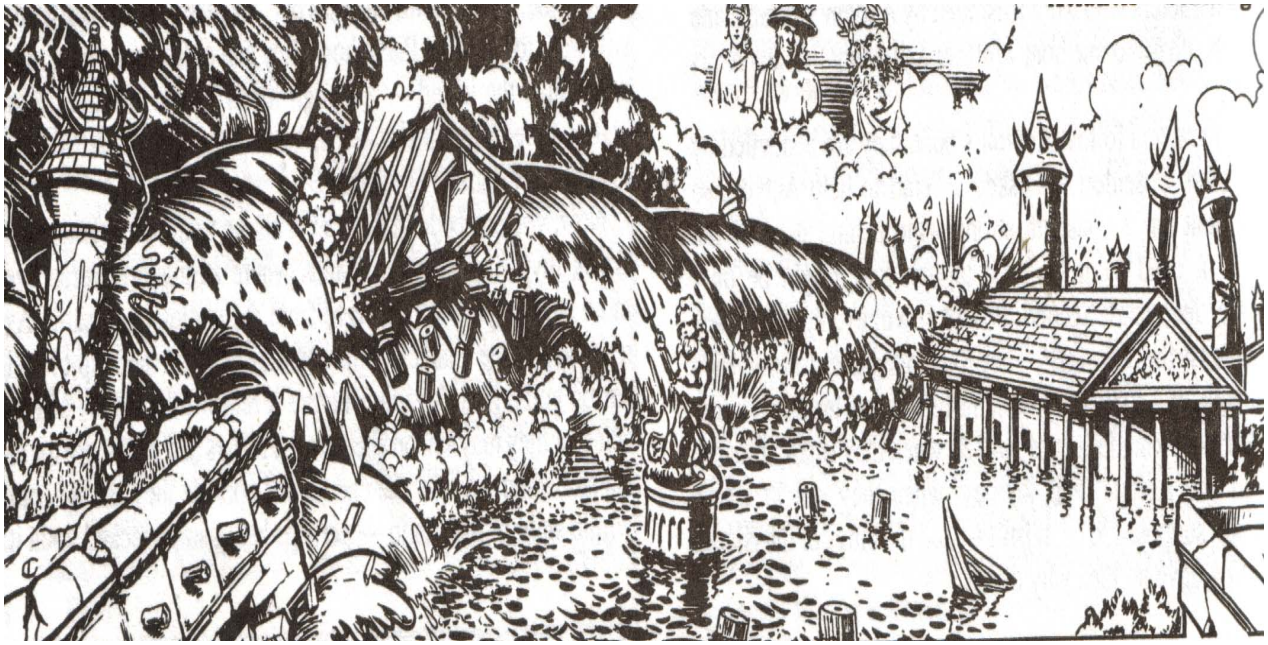
TABLE 2.0-B: The Gods of Olympus

Name	Interests	Magic Specialty	Name	Interests	Magic Specialty
Zeus	King of the Gods; the sky, Oracles, aiding fugitives	Sky	Hera	Queen of the Gods; motherhood, womanhood	Fertility[1]
Aphrodite	Love, lust	Fertility	Apollo	Music and the arts, healing, hunting	Enl.
Ares	War	None	Artemis	Hunting, Womanhood	Enlightening
Athena	Wisdom, warfare, crafts	Crafts	Demeter	Agriculture, fertility, the seasons	Earth, Fertility
Dionysus	Wine, fertility, agriculture	Earth, Fertility	Hephaestus	Metal crafts, crafts	Crafts
Hermes	Messenger of the Gods; trade, trickery, gambling, athletics	Underworld	Poseidon	King of the Sea; earthquakes, horses	Earth, Sea
Hestia	Home and hearth, fire	None	Hades	King of the Dead	Underworld
Hecate	Patroness of Magic	Enl., Underworld	Pan	Shepherds, flocks	Fertility

[1] Hera's Sphere of Influence/Magical Specialty differs with *Mythic Greece: Age of Heroes*. In ancient times, Hera was always associated with the female fertility.

TABLE 2.0-A: MERP Spell Lists in *Mythic Greece*

Spell List	Magic Specialty	Spell List	Magic Specialty
Open Channeling			
Detection Mastery	*Any*	Calm Spirits	*Enl., Fertility*
Sound/Light Ways	*Enl., Sky, Underworld*	Surface Ways	*Enl.*
Protections	*Any*	Spell Defense	*Enl.*
Nature's Movement	*Earth, Sea*	Nature's Lore	*Any*
Animist Base Lists			
Plant Mastery	*Earth, Fertility*	Direct Channeling	*Enl.*
Animal Mastery	*Fertility*	Bone/Muscle Ways	*Enl.*
Blood Ways	*Enl.*	Organ Ways	*Enl.*
Purifications	*Enl.*	Creations	*Earth, Fertility*
Ranger Base Lists			
Path Mastery	*Any*	Moving Ways	*Earth, Sea*
Nature's Guises	*Earth*	Nature's Ways	*Earth, Enl., Sky*
Bard Base Lists			
Controlling Songs	*Enl.*	Lore	*Enl.*
Item Lore	*Crafts, Enl.*	Sound Control	*Underworld*
Notes: The specialty *Enlightenment* is abbreviated *Enl.* in the tables. Priests of gods whose specialty is *None* may only learn the *Any* lists.			



4.0 Culture and Race Descriptions

The following are general descriptions of the predominant races and cultures of Mythic Greece. Naturally, certain individuals will differ to varying degrees. Certain modifiers are included for purposes of realism, but GMs should feel free to omit them if they consider them unwieldy.

The information is intended to serve as a guideline for equipping and developing both player characters and non-player characters. The outfitting, lesser hero's options and hobbies bullets have been generated to enhance the process by which the living peoples of Mythic Greece are translated into a game system. The bullets listed under each culture or race corresponds to the generalities described or found in the Greek myths. However, individual heroes may stray from the norms of their culture. A GM may allow a hero to possess a weapon typically not favored by his or her culture or to learn a language usually of little interest. How much deviation from the norms is allowed is up to the GM. When a hero does not follow the norms, the GM needs to include plausible reasons for the differences in the character's personal history and background. Remember that adventuring heroes will meet peoples and cultures unknown to them. Thus, heroes may picked up a different languages and skills. For example, Heracles learned sewing, weaving and cooking skills while serving Queen Omphale of Lydia, which are rather odd skills for an Achaean male to learn.

4.1 *Humans*

4.1.1 Overview

Humans in *Mythic Greece* are comparable to those of modern times in height, weight, and many other attributes. However, humans during this age have extensive interaction with the gods. Hence, many will have godly blood in them, making them far more powerful than normal humans, as evidenced by the existence of Greater Heroes, Demigods, and spell-users. Humans of the Age of Heroes possess lifespans with peculiar variances. Some age at a normal (modern) pace; they achieve young adulthood around age 16, their prime around age 30, middle age around 45 or 50, and old age at 60. Others, because of the godly blood in their veins, live in their primes for generations, dying at long last on the battlefield. Others reach old age at the normal rate; yet continue to live on in an active old age for 300 years or more. In short, the GM and player can decide how each PC ages individually; with good reason, the PC could be relatively youthful forever (which, of course, has consequences). Also, all of the characters will be monarchs, nobles, or their children. Therefore, all human characters will begin with 20 gold pieces worth of goods or equipment. All human cultures follow the guidelines above unless otherwise stated.

Nobleman

4.1.2 Achaeans

The Achaeans are called by numerous names, such as Argives, Danaans, Minyans, and Hellenes. This is the culture that everyday people associate with ancient Greece. The Achaeans possess a very colorful culture based on sea-travel and war. They are also great builders and architects. They are a bold and confident people who live throughout the mainland Hellas region and the surrounding islands. Their culture has produced some of the greatest heroes, such as Hercules and Theseus. The majority of inhabitants in the Age of Heroes are Achaean.

4.1.2.1 Characteristics

- **Build:** Varies considerably.
- **Coloring:** Varies; however, brown is the most common hair color. While black is known, red is uncommon and indicative of anger, and blond is revered. Men and women wear their hair, loose, braided, or tied back. Men tend to wear beards. Complexion varies from fair to olive.
- **Lifespan:** Varies; most are human normal (see Section 4.1.1).
- **Endurance and Resistance:** Considerable.
- **Special Abilities:** None.

4.1.2.2 Culture

- **Lifestyle:** The Achaeans possess a feudal, warlike society compromised of a collection of small, independent kingdoms (often city-states). Monarchs whose relatives serve as nobles rule these kingdoms. Due to their warlike culture, the majority of cities and large towns are fortified. Each kingdom thrives on an atmosphere of intense, armed watchfulness because they view their neighbors with suspicion—with good cause, for raiding a neighbor's cattle and palaces is common. Among the Achaeans, women hold a weak social status and are expected to care for their families.
- **Marriage Patterns:** Most Achaean marriages are monogamous; however, a double standard exists. Men are allowed to have affairs while women are expected to stay monogamous. Lineage is passed on through the father.
- **Fears and Inabilities:** Achaeans fear death.
- **Demeanor:** Achaeans are generally proud, aggressive, confident, and energetic.
- **Prejudices:** Women (Amazons) who pursue "courageous" occupations are looked upon with suspicion. All "uncivilized" cultures or races are frowned upon. (The word "barbarian" comes from the Greek for "stranger.")

4.1.2.3 Other Factors

- **Profession Restrictions:** An Achaean may be a Lesser Hero, a Greater Hero, or a Demigod. They have no profession restrictions and may have any god as a Watcher. However, most Achaeans tend to have the same Watchers as their home cities. *Example*: Dione, a Heroine from the great city of Argos, has Hera as her Watcher because Hera is the matron of Argos.
- **Languages:** All Achaeans will speak Greek to rank 5, Pelasgian to rank 4, and Minoan to rank 2. Achaeans from Lemnos will learn Sintian to rank 5. Achaeans may learn the following extra languages: Sintian, Phoenician, Phrygian, Luwian, Lydian, Egyptian, and Thracian.
- **Outfitting:** Achaeans wear their clothes in various ways and designs. However, the majority of men wear belted tunics with a cloak that reaches the knees and is clasped at the shoulders. They also wear sandals. Women wear skirted robes with a belt and veil. In war, Achaeans use spears, dirks, quarterstaffs, short- and longbows, javelins, clubs, daggers, and slings. As armor, they typically wear anything from leather to *dendra panoply* (bronze plate) as well as shields and greaves.

4.1.2.4 Background

- **BGO Points**: 5.
- **Stat Increases:** Any stat may be increased.
- **Lesser Heroes' Options:** There are no restrictions; therefore, all special abilities are available.
- **Hobbies:** Achaeans possess many hobbies, such as Foraging, First Aid, Omen Reading, Sky Watching, Seduction, and Gambling. Artistic skills are Dancing and Singing. Craft skills are Leather Working, Smithing, Navigation, and Sculpting. Lore skills are War Tactics and Geography. Athletic skills are Sprinting and Jumping. Influence skills are Leadership and Public Speaking.

4.1.3 Amazons

Amazons have a matriarch-dominated, warlike culture and live primarily in Amazonia and Hespera. Amazonia is located on the coast of the Black Sea, whereas Hespera is located on the coast of North Africa. Men occupy a different social status in each region. Both groups of Amazons train their bodies for warfare from an early age by performing all the fighting and hunting in their societies. They enjoy hunting, physical games, and warfare. They are also fine horse-tamers and keep great herds of horses. Amazons employ horseback cavalry in war. They sacrifice horses in the same manner as Achaeans sacrifice oxen. All Amazons are female. However, any "liberated" women from male-dominated societies can choose the Amazons' adolescence skills instead of those of their host cultures.

Amazon Warrior

4.1.3.1 Characteristics

- **Build:** Amazons have tall, athletic builds.
- **Coloring:** Amazons from Hespera have dark complexions and sharp features. Their hair coloring ranges from black to dark brown while their eyes range through shades of green to brown. Amazons of Amazonia have fair complexions and blonde to brown hair. Eye colors vary; green and brown is the most common, while blue is exceptional.
- **Lifespan:** Varies; most are human normal (see Section 4.1.1).
- **Endurance and Resistance:** Normal in most aspects; however, they can ride for hours without rest.
- **Special Abilities:** Amazons have attained matchless skill in horseback-riding and their cavalry assaults are the most feared of ancient times. Thus, Amazons receive a +10 to melee OB while fighting from horseback and a +10 to handling horses.

4.1.3.2 Culture

- **Lifestyle:** Amazons are very warlike and live in a female-dominated society. Amazons possess a semi-feudal to tribal social structure where a collection of kingdoms pays allegiance to a high queen. Depending on the culture, men operate in either in a low social caste or none at all.
- **Marriage Patterns:** Amazons from Amazonia tend to mate with men from neighboring tribes or traveling strangers, keeping the offspring only if it is female. Amazons from Hespera mate with men

from their own society. They make male children lame from birth so they cannot be warriors or compete with the women. Lineage is passed down on the mother's side.

- **Fears and Inabilities:** None.

- **Demeanor:** Amazons are proud, determined, and straightforward.

- **Prejudices:** Due to historical events and social upbringing, Amazons look down on men, using them only for reproduction and menial jobs.

4.1.3.3 Other Factors

- **Profession Restrictions:** All Amazon PC's must be females. (Males from an Amazon culture who somehow escaped would have different background development.) Amazons can be Lesser Heroines, Greater Heroines, or Demigoddesses. Amazons' Watchers are likely to be Ares, Artemis, or another god who shares traits of hunting and feminine strength. Additionally, the majority are Warriors. Amazons produce no Bards.

- **Languages:** All Amazons speak their native tongue (Amazon) to rank 5. Hesperan Amazons can learn Libyan to rank 3 and another African language to rank 2 (player's choice). Those from Amazonia can learn Scythian to rank 3 and another Eastern European language to rank 2 (player's choice). Due to their natural tendency to pick up languages, Amazons are not restricted from any languages and development points are transferred on a one to one basis.

- **Outfitting:** For clothing, Amazons wear long pants descending to the ankles, made of animal skin or rich fine tissue embroidered with spots, stripes, zigzags or other ornaments. The pants fit either loose or tight. They also wear vests with long, tight sleeves made of the same material and design of the pants. Vest are clasped or buttoned. They also wear a girdle around the waist. They wear shoes or boots. Due to the Amazons' warlike culture, they are able to use numerous weapons, such as javelin, spear, shortbow, dagger, hand-axe, sling, quarterstaff, and dirk. For armor, Amazons come equipped with reinforced leather armor. A girdle may be worn over the armor for additional protection. Furthermore, Amazons use a leather half-moon shield.

4.1.3.4 Background

- **BGO Points**: 5.

- **Stat Increases:** Any stat may be increased.

- **Lesser Heroes' Option:** For roll 21–40, **Gifts,** the gifts are weapons such as bows, spears, or girdles given by or blessed by Ares or Artemis (*i.e.*, magical). A girdle may possess a magical ability to enhance seduction (+10 to seduction) or provide protection (+10 to DB). Amazons of Hespera may have dragon-skin armor (acts as chain but is handled as soft leather with a +10 to DB) or a shield that will be considerably lighter than normal and have a +10 bonus. Most Amazons will have armor made of tanned beast hide. For the roll 71–75, **Empathy**, the Amazon's empathy will be to an animal such as a horse, a wolf, a hawk, or any other animal associated with war or physical strength.

- **Hobbies:** Amazons have many hobbies related to physical activities such as Animal Handling (Horses), Acrobatics, Tumbling, Foraging, First Aid, Omen Reading, and Gambling. Artistic skills are Dancing and Singing. Craft skills are Leather Working, Smithing, and Fletching. Lore skills are Animal Lore, War Tactics, and Geography. Athletic skills are Sprinting and Jumping. Influence skills are Leadership and Public Speaking.

4.1.4 Atlanteans

In the beginning the gods divided the world among themselves. Atlantis, a mystical island of untold resources, was allocated to Poseidon. He populated the diamond shape island with people. The first among them was a young woman of unsurpassed beauty name Cleito. She and Poseidon divided the island into ten kingdoms, one for each of her sons. The richest and most powerful of the ten kingdoms went to her eldest son Atlas, which became the namesake of the city, the island and its inhabitants. In subsequent centuries, with Poseidon's grace, Atlantis became the stuff of legends. Atlantis lies on the opposite end of the Mediterranean Sea from Hellas just outside the straits of Gibraltar.

4.1.4.1 Characteristics

- **Build:** Atlanteans tend to be slender with well-proportion bodies. They are of average height.

- **Coloring:** They have olive skin complexion and dark hair. In some instances where the bloodline runs closer to the gods or nymphs, they have silver or white hair. Their eyes range from crystal blue to aqua green to rich hazel. They do not grow facial or body hair.

- **Lifespan:** Of all the human cultures, Atlanteans are perhaps closest to the gods. As such they possess long life spans: 140-170 years.

- **Endurance and Resistance:** Average.

- **Special Abilities:** Their society is advanced due to their unparalleled understanding and work with crafts, +10 for Item Use rolls. Atlanteans can see twice as well as in poor light conditions.

4.1.4.2 Culture

- **Lifestyle:** Atlanteans are an artistic people who value intellectual pursuits over physical labor. They exceed in architecture and the arts. They have the largest cities in the Age of Heroes. Their cities possess running water and sanitation, unlike any found in the ancient age. Education is a mainstay of society. Literacy is high. They possess libraries and theaters. Their streets are lighted at night. There is a dark side to all of this high standard of living. It relies heavily on an ever expanding class of servants and slaves to perform manual labor The upper crusts of Atlantean society spends more time seeking pleasure and perversion and less on the management of their estates and business; their rule is becoming more harsh and tyrannical as the slave population swells. Atlantis is an empire divided into ten principalities which are ruled by the descendants of Poseidon and Cleito. The most powerful principality is Atlas. It's king is called 'Atlas' named after Cleito's eldest son. He is considered the ruler of all Atlantis, 'first among rulers'. The king in each principality has absolute power. They convene every five years to discuss administrative manners and codified laws. They do not take arms against the other; they do defend the other in the event of rebellion or invasion. Women have a remarkable degree of freedom.

- **Marriage Patterns:** For the most part, Atlanteans are monogamous. Lineage is passed down through the father side. They cremate their dead.

- **Fears and Inabilities:** They tend to look down on other cultures as such they are -10 to all influence rolls.

- **Demeanor:** Atlanteans perceive themselves to be the chosen people of the gods. They are haughty, self-centered, rash, confident and full of pride. They see themselves as masters of their world.

- **Prejudices:** Since they are at the pinnacle of civilization, Atlanteans are biased against nearly every other people.

4.1.4.3 Other Factors

- **Profession Restrictions:** Atlanteans can be a Lesser Hero or Greater Hero. Atlanteans worship the same gods as the Achaeans but they pay particular reverence to Poseidon who is their patron god. Their watcher is most likely to be Poseidon but they might also consider Hera, Demeter and Hermes. Additionally, Atlanteans tend to be explorers, scouts, bards, rogues or scholars.

- **Languages:** All Atlanteans speak Greek, to rank 5 as well as Pelasgian, their household language to rank 5. Atlanteans trade and steal with the peoples from Africa and Western Europe. Thus they know an additional African language to rank 2 and additional language of Western Europe to rank 2. They have no restriction to languages learned.

- **Outfitting:** Men tend to wear mid-thigh tunics of ornately embroidered wool or linen. They also wear wooden sandals, cloak and headbands. The women wear long flowing gowns hung from the shoulders which are tied with a sash around the waist. They favor vibrant colors such as blue, yellow and green. Jewelry is commonly worn by both genders as well as tattoos which appear as intricate geometric patterns. Women tend to wear their hair long often to waist level; some bind it up in elaborate coils held together by jewel pins, bone or seashells. Men tend to have shoulder length hair. When waging war, they use leather armor and round shields. The principal weapons are the trident, bow, and spear. They also use javelin, staffs, sling, dirk (shortsword), and club. They like Achaeans use chariots in battle. They also have war elephants. Some nobles will use Atlantean scale armor made from with Orichalc – a precious substance which looks rather like gold.

4.1.4.4 Background

- **BGO Points**: 3, due to their close minded attitude about other cultures.

- **Stat Increases**: Any stat may be increased except Intuition.

- **Lesser Heroes' Option:** Replace the roll Extra Skill with Craftsman roll. Craftsman roll is expanded to rolls 41-60. Replace Great Piety with Mariner, Atlantean is gifted with directional sense in such a way that he always discern which way is north. The Atlantean receives a +20 to all directional sense rolls and +20 to all navigation rolls. Also the roll Empathy, Atlantean is able to converse telepathically with a sea mammal or large fish (shark). Replace the roll Charisma with Observant. Observant is roll is expanded to rolls 86-95.

- **Hobbies**: Atlanteans enjoy the arts and great builders. Their hobbies reflect this. They may learn the following skills, Acting, Architecture, Animal Handling, Storytelling, Tumbling, First Aid, Foraging, Cookery, Sailing, Wrestling, Trickery, and Sky Watching. Artistic skills are Dancing and Singing. Craft skills are Leather Working, Wood Craving, Boat Handling, and Smithing. Lore skills are Appraisals, History, Religion, Mathematics, Navigation, Engineering, Shipbuilding, and Geography. Influence skills are Leader¬ship, Seduction, Diplomacy, and Public Speaking.

4.1.5 Minoans

Minoans are a talented, sophisticated people. They possess a love for jewelry and beautiful art objects. They are a peaceful people and maintain a rule of law. Above all, Minoans maintain a close link to nature and the sea. This is reflected in their palace-temples, which are adorned with flower gardens, birds, fountains, and butterflies. They also use grottoes, caves, and mountaintops for religious ceremonies. In addition, Minoans are highly original, imaginative people. One of their many amazing accomplishments was to install running water and plumbing. Their culture flourishes in Crete, the surrounding islands and parts of Asia Minor such as Lycia and Caria. They are a powerful trading nation and have established several colonies in distant places. Minoans are great sea-travelers and are known as adept sailors.

Minoan

Women play an important role in their society and are held as equal to men in all respects except warfare. Minoans enjoy numerous sports, including one particular sport known as bull leaping, in which young males and females attempted to somersault over the backs of charging bulls.

4.1.5.1 Characteristics

- **Build:** Minoans tend to be slender and graceful with narrow waists and broad shoulders.
- **Coloring:** Minoans tend to have sallow complexions and dark hair and eyes. Members of both sexes spend a lot of time styling their hair. However, the majority of men are clean-shaven and wear their hair long and arranged in thick curls with locks hanging along the sides of their faces. Women wear their hair long in marvelous fashions. Both men and women use make-up and paint on their eyes and faces.
- **Lifespan:** Varies; most are human normal (see Section 4.1.1).
- **Endurance and Resistance:** Average—but they do not get seasick.
- **Special Abilities:** Due to their skill in sea travel, they receive +10 for Navigation and Boat Handling skills.

4.1.5.2 Culture

- **Lifestyle:** A peaceful society supported by trading and sailing, Minoans live in independent kingdoms that do not declare war against each other. Knossos, the chief city of Crete, enjoys a kind of primacy among the states. Cities are not fortified and house large, complex palace-temples. The society is centralized around the palace-temples, and life revolves around the monarchs and councils who control trade and the economy. Minoans adhere to a formal set of rules and regulations. Women play an influential part in Minoan society, especially in religious affairs, and are treated as equals to men. Minoan women enjoy more freedom and respect than do women in most other cultures of Hellas.
- **Marriage Patterns:** A very simple affair—couples announce that they are married and they are wed that easily. Lineage is passed down on the mother's side.
- **Fears and Inabilities:** None.
- **Demeanor:** Minoans are an easygoing, outgoing, shrewd, hardworking folk, neither boastful nor aggressive.
- **Prejudices:** None.

4.1.5.3 Other Factors

- **Profession Restrictions:** A Minoan can be a Lesser Hero, Greater Hero, or Demigod. A Minoan's Watcher is likely to be Rhea (Queen of the Titans and mother of the Olympians), their chief deity; or Zeus, Poseidon, Demeter, or any other fertility- or sea-god. Additionally, Minoans have no profession restrictions.
- **Languages:** All Minoans speak their native tongue, Minoan, to rank 5, and Greek to rank 4. Because of their constant seafaring and trading with other peoples, they may learn an additional

language to rank 3. They may learn one of the following extra languages: Pelasgian, Sintian, Phoenician, Luwian, Lydian, Egyptian, or Etruscan.

- **Outfitting:** Clothing material tends to be wool or linen, although silk is known. They often dye their clothing in intricate patterns with bright colors. Men tend to wear clothes that consist of a belt, kilt and codpiece while women dress in full-length flounced skirts with several tiers of cloth tight around their bodies and open at the bosom. Jewelry is worn by both men and women and includes anything from hairpins to collars to finger-rings. Both men and women wear cloaks and use pins of bone or metal to fasten their cloaks or dresses. Their shoes and boots are upturned at the toes. When waging war, they use all the normal weapons that an Achaean might use; however, a common weapon is the battle-axe, which is also used as a religious symbol, and the longsword, which is used by nobility. They also may use the lasso and the whip. They wear armor in the same manner as Achaeans.

4.1.5.4 Background

- **BGO Points**: 4, due to their contact with other cultures through trade and sailing.

- **Stat Increases:** Any stat may be increased.

- **Lesser Heroes' Option:** For the roll **Gifts**, Minoans will possess normal weapons and items. However, for magical items, Minoans typically wear talismans to ward off spells and evil (read section 7.0 *Wonderous Items,* enchanted talisman). These items will have a +10 bonus to one RR type (Channeling, disease, or poison).

- **Hobbies:** Minoans enjoy nature and athletics; therefore, they have many hobbies, such as Navigation, Acrobatics, Tumbling, Gambling, Trickery, First Aid, Omen Reading, Boxing, Wrestling, Gambling, and Sky Watching. Artistic skills are Dancing and Singing. Craft skills are Leather Working, Boat Handling, Smithing, and Bee Keeping. Lore skills are Sea Lore and Geography. Athletic skills are Jumping and Sprinting. Influence skills are Leadership and Public Speaking. They also enjoy an unusual sport that consists of leaping over charging bulls; thus, they receive an extra hobby skill called Bull Leaping.

4.1.6 Myrmidons

Long ago, the islands of Aegina and Phtia were besieged by a great famine, which annihilated the entire human population. To repopulate these islands, Zeus converted the ants living there into humans called the Myrmidons. Although now human, Myrmidons share many traits of their ant ancestors. They are hardworking and determined. They lack individuality and appear nearly indistinguishable from one another. Culturally, Myrmidons are like their neighbors, the Achaeans—warlike. They also lead communal lives where property holds no meaning and the well-being of the community is placed before that of the individual. Thus, Myrmidons have a mixed culture with characteristics of both ants and Achaeans.

4.1.6.1 Characteristics

- **Build:** Myrmidons tend to be shorter than the average human. They range between 5' to 6' in height. They also tend to be stocky.

- **Coloring:** All Myrmidons are similar in appearance, with copper complexions and dark features. Their eyes are round and coal-black in color. Their men keep their hair short and faces shaven, while their women wear their hair in braids or tied back.

- **Lifespan:** Varies; most are human normal (see Section 4.1.1).

- **Endurance and Resistance:** Like ants, Myrmidons are hardy laborers. Their ant heritage gives them a +10 to Poison and Disease RR.

- **Special Abilities:** Due to their Spartan lifestyles and their strong desire for organization, they receive +10 to all Military Tactics.

4.1.6.2 Culture

- **Lifestyle:** Politically, Myrmidons form small, independent kingdoms where a queen rules with unrivaled authoritative power. They are intensely loyal and protective of their queen whom they considered their 'Mother'. In some cases, an Achaean, as in the case of Achilles, rules over the Myrmidons in which case the Achaean royal family is held in high esteem. Towns and cities are fortified and neighbors are not trusted. Palaces consist of a large mound of earth with a labyrinth of tunnels and chambers where the queen normally dwells. Socially, Myrmidons have a hive psychology and lead communal lives. They possess a strictly stratified social structure similar to that of ants. Each individual knows his station in life and what is expected of him in his society. Everything is held in common for the good of the community. Myrmidons also plan their daily lives in an efficient and, organized manner. They cultivate mushrooms.

- **Marriage Patterns:** Myrmidons are monogamous and are rarely unfaithful. The queen however will take a mate from time to time but never marries. She rarely produces a girl, which is usually described as the future 'Mother' of the kingdom. The rest of her children are treated like any other children. Children are considered offspring of the entire community; therefore, the elders of the community will care for the children. Lineage is passed down on mother.

- **Fears and Inabilities:** Due to their intensely communal ways and lack of individuality, Myrmidons tend not to lead; they take a –10 penalty to Leadership and Influence skills.

- **Demeanor:** Myrmidons possess a Spartan discipline. They are reserved, determined, quiet, and serious.

- **Prejudices:** They have no known prejudices.

4.1.6.3 Other Factors

- **Profession Restrictions:** A Myrmidon can be a Lesser Hero, a Greater Hero, or a Demigod. Myrmidons' Watcher tends to be Zeus, who created the Myrmidons; however, they may follow any god except Hera. They produce only Warriors, Rogues, and Scouts.

- **Languages:** Myrmidons start with Greek to rank 5 and Pelasgian to rank 3. They may learn the following extra languages: Sintian, Phoenician, Phrygian, Luwian, Lydian, Egyptian, and Thracian.

- **Outfitting:** Myrmidons have the same tastes in clothing as Achaeans, although Myrmidons favor brown and other dark colors. Myrmidons have access to the same items as Achaeans, such as the spear, dagger, dirk, javelin, quarterstaff, club, longbow, and sling. Myrmidons wear any of the normal armor belonging to the Achaean culture.

4.1.6.4 Background

- **BGO Points**: 4, due to their communal culture.

- **Stat Increases:** Any stat may increase except Presence.

- **Lesser Heroes' Option:** For rolls 21–40, **Gifts**, Myrmidons' special items will be simplistic and practical. Occasionally, an item will be blessed by Zeus (holy) instead of magical. For rolls 71–75, **Resistance**, the result is changed to **Infrared Vision**: The hero possesses infrared vision and can see heat sources up to 100' away. For rolls 66–75, **Great Piety**, the result is changed to **Mechanic**, which confers a special +10 bonus to the Use Items skill. For rolls 91–95, **Charisma**, the result is changed to **Ant Skin**, with which the hero receives a +15 bonus to RR versus all temperature extremes.

- **Hobbies:** Warfare and communal skills such as sports emphasizing teamwork comprise the majority of Myrmidons' hobbies. The skills are Animal Handling, Omen Reading, Appraisal, Boat Handling, Signaling, and Sky Watching. For artistic skills, they emphasize skills not so much noted for beauty as for usefulness. For athletic skills, Myrmidons concentrate on team sports. Craft skills are Smithing, Woodcarving, Fletching, Leather Working, and Rope Making. For Lore skills, Myrmidons will possess knowledge on War Tactics, General History, and Geography.

4.1.6 Trojans

Trojan

Trojans combine the practicality and war spirit of Achaeans with the tolerance and pacification of Phrygians. The city-state of Troy is located in Dardania, on the northwestern coast of Asia Minor, and the Trojans represent a subgroup of the much larger group of people called Dardanians or Ilians. Players wanting to create a Dardanian PC should use the Trojan cultural description presented here. The Trojans are the richest of the Dardanian peoples. They acquire their wealth from selling their much-prized horses and taxing ships passing through the Hellespont, the narrow strait that separates Europe from Asia Minor. Trojans are famed horse breeders, and horses play an important role in their culture. They are fond of elaborate designs and artwork, which are displayed on their clothes. Greek is their native tongue.

4.1.6.1 Characteristics

- **Build:** Varies considerably.

- **Coloring:** Trojans tend to have fair complexions, usually darkly tanned. Eye colors vary, with brown most common although blue is not rare. Trojan men do not sport mustaches. Trojan women wear their hair loose or in braids.

- **Lifespan:** Varies; most are human normal.

- **Endurance and Resistance:** Normal

- **Special Abilities:** Due to their skills in horse breeding, Trojans receive +10 bonuses to Animal Handling and Charioteering (Riding) skills for horses.

4.1.6.2 Culture

- **Lifestyle:** The Trojans have a feudal society centralized on fortress cities like Troy. The fortress commander serves as the administrator for the area, collecting taxes and tolls and ensuring the safety of the surrounding area. Numerous towns surround the fortress where sheep and horse herding plays an important role in their economy. Such is the fame of Trojans as horse-tamers that their horses fetch a high price in bartering. The Trojans also barter such raw materials as wood, which is used for shipbuilding by numerous cultures. In addition, due to their location astride the trade routes, Trojans are able to amass wealth by tolling ships traveling through the narrow Hellespont. The city of Troy is

the prime example. Trojan culture is a mixture of Achaean and Phrygian cultures. Trojans love sports, hunting, and the outdoors. Boxing and sprinting are popular. Women are treated with respect and hold significant religious positions in larger towns. Trojans cremate their dead.

- **Marriage Patterns:** Trojan marriages are monogamous; lineage is passed through the father's side. A double standard exists in marriages; women are expected to be faithful whereas men are allowed extramarital affairs. Children from these affairs receive recognition as family members.

- **Fears and Inabilities:** None.

- **Demeanor:** Trojans are high-spirited, arrogant, and overbearing, but are greathearted towards their friends and allies.

- **Prejudices:** Due to the wealth, they have accumulated through horse breeding and tolls, Trojans tend to look down upon other human cultures.

4.1.6.3 Other Factors

- **Profession Restrictions:** A Trojan can be a Lesser Hero, a Greater Hero, or a Demigod. Trojans' Watchers tend to be Aphrodite, Poseidon, Artemis, Apollo, or any god with similar traits or with large followings in Asia. Trojans tend to produce Warriors, Rogues, and Scouts; however, Animists are not rare.

- **Languages:** Trojans start with Greek to rank 5, though it is heavily accented. Trojans also know Thracian to rank 1 and Phrygian to rank 3. They may learn the following extra languages: Sintian, Phoenician, Phrygian, Luwian, Lydian, Hatti, Amazon, Colchian, and Thracian.

- **Outfitting:** Clothing material tends to be wool or linen dress, with bright colors, rich patterns, and dainty trimmings. Men's clothing consists of a poncho cloak, a close-fitting shirt, and tight-fitting hose for pants, while women's dress consists of a long, loose undergarment and a light cloak. For footwear, men wear scandals or boots, while women will commonly go barefoot. Unless made for traveling, women's shoes will have bright, ornamental patterns. Headgear for Trojans consists of a tall, nearly conical cap that encloses the entire head, and broad flaps that hang down over the nape of the neck. The top peak of the cap leans forward. During war, the cap is used as a leather helmet. When waging war, Trojans use all the normal weapons that an Achaean might use, with a strong emphasis on spears. Trojans use such weapons as the dagger, dirk, javelin, quarterstaff, club, longbow, and sling. Trojans wear any of the normal armors belonging to the Achaean culture.

4.1.6.4 Background

- **BGO Points**: 4, due to their unique location and contacts with other cultures.

- **Stat Increases:** Any stat may increase except Intuition.

- **Lesser Heroes' Option:** For rolls 21–40, **Gifts**, Trojans will possess normal weapons and items. However, they are also given the option of obtaining a horse that adds +10 to their charioteering skills (which replace MERP riding skills). For rolls 66–70, **Empathy**, the animal tends to be a sheepdog or a horse. For rolls 91-95, replace **Charisma** with **Mercantile**, the hero has a silver tongue and sharp eye makes the hero an excellent trader, +10 to all Appraisal and Diplomacy skills. (Please refer to the Lesser Hero Options Table 2.4.1.)

- **Hobbies:** Trojans enjoy herding and sports; therefore, they have many hobbies, such as Tumbling, Animal Handling, Boxing, First Aid, Leather Working, Foraging, Omen Reading (Divination), Appraisal, Signaling, and Sky Watching. For artistic skills, they emphasize skills such as Singing and

Drawing. For athletic skills, Trojans concentrate on individual sports such as Sprinting and Boxing. Craft skills are Smithing, Woodcarving, Fletching, Leather Working, and Rope Making. For Lore skills, Trojans possess knowledge on General History, Geography, and Olympic Lore.

4.1.7 Phoenicians

In the myths, the Phoenicians of Carthage are contemporary with the Trojans and Minoans. Aeneas, a hero of the Trojan War, fled the sack of Troy to Carthage seeking refuge with the famous Queen Dido. This is fine as myths go, but historically Carthage was not founded until seven hundred years after the sack of Troy. GMs should feel free to omit them if they consider them unfitting for their version of Mythic Greece.

Phoenicians originated on the coast of what is today Lebanon. They were considered to be the greatest seafaring people of the ancient world, having established trading settlements as far away as Spain and the Ivory Coast of Africa. They were great explorers. Some historian claimed they sailed all the way to the Americas some two thousand years before Christopher Columbus. Wherever they went they traded and swapped goods with Egyptians, Assyrians, Achaeans, and wild Spanish and African tribesmen. The entire Mediterranean world and beyond was their bazaar. Their highly prized cedar lumber and royal purple dye made from murex were hot commodities. They functioned as the trading middlemen of the ancient world. Eventually some of their trading posts developed and grew into powerful kingdoms, including Carthage and Tyre. And finally they hold the claim as inventors of the alphabet and their trading empire helped to spread its use throughout the Mediterranean and beyond.

4.1.7.1 Characteristics

- **Build:** Phoenicians tend to be somewhat stocky. They are of average height.
- **Coloring:** Phoenicians have tan to dark complexions with dark hair and dark color eyes although blonde is not unheard of. Those of Carthage possess dark skin and kinkier hair than their eastern brethrens in Phoenicia and Cyprus due to intermarriages with the local Libyan population.
- **Lifespan:** Varies; most are human normal.
- **Endurance and Resistance:** Phoenicians are unusually hardy seafarers; Phoenicians do not became sea sick.
- **Special Abilities:** Due to their celebrated skill in seafaring they receive +10 in all boat maneuvering and due to their innate craftiness at trading they receive +10 for appraisal skill.

Phoenician Warrior

4.1.7.2 Culture

- **Lifestyle:** Phoenicians are a seafaring mercantile society with a strong independent streak. Not having a centralized political nation, Phoenicians are a collection of small independent mercantile city-states with trading posts around the Mediterranean. Each city competes with others in business ventures and commercial trading opportunities. Each city-state has a monarch who also has some priestly powers. The monarch generally works with a council of elders, which is made up of a group of mercantile aristocrats. The council appoints *suffettes*, who are entrusted to administer the kingdom's daily affairs. The common folk are considered 'citizens' of the city-state and as such have some say in the ruling of the city. They also have a sophisticated code of law and an extensive court system to handle

trading disputes as well as criminal issues. All Phoenician cities are protected by walls and are situated to possess a defensible harbor. Some were built on an isle lying only a few miles from the main land, such as Tyre. Unlike some of the other cultures in Mythic Greece, women play a significant role in society and politics, and were in some instances equal to their male counterparts as monarchs and high priestesses.

- **Marriage Patterns:** For the most part, Phoenicians are monogamous. Lineage is passed down on either the mother's or the father's side.

- **Fears and Inabilities:** They enjoy the freedom that sea travel provides and their mercantile lifestyle affords. The loss of their freedom, whether to slavery or to an oppressive regime, is their greatest fear.

- **Demeanor:** Phoenicians are crafty, energetic, industrious, curious, and above all they are very pragmatic.

- **Prejudices:** Renowned as explorers, traders, and travelers, they enjoy conducting trade with a wide variety of people and are very tolerant of other cultures.

4.1.7.3 Other Factors

- **Profession Restrictions:** Phoenician can be a Lesser Hero or Greater Hero. Phoenicians worship the gods under peculiar names. Their watchers are likely to be Zeus, who they call Ba'al, Aphrodite, who they call Astarte, Athena, who they call Onga, and Hera who is the patron god of Carthage. Additionally, Phoenicians tend to be explorers, scouts, rangers, rogues or scholars.

- **Languages:** All Phoenicians speak their native tongue, Phoenician, to rank 5. Phoenicians of Asia Minor and Cyprus can learn an additional language to rank 5, while those of Carthage can learn an additional African language to rank 5. Due to their extensive trading and interaction with other cultures, they may learn a third language to rank 2. They have no restriction on languages they can learn.

- **Outfitting:** Clothing material tends to be wool or linen, although silk is known. They often dye their clothing purple or red with intricate geometric patterns or patterns of sea animals such as fish, dolphins and seashells. The dress of Phoenician men consists of a single close-fitting tunic, which reaches from the waist to a little above the knee. They are richly patterned and parted on both sides. Phoenicians wear a cap of one kind or another, often conical and shaped like a helmet. Men possess beards arranged in three, four, or five rows of small tight curls, but do not wear mustaches. Women are normally draped from head to foot in patterned garments with many folds. The waist is generally confined by a girdle, which is knotted in front. A petticoat is also worn over the robe. Female heads are mostly covered with a loose hood, or cap, but sometimes the hair is merely encircled by a band or bands, above and below which hair flows freely. Both genders wear jewelry in abundance - it is not uncommon for a Phoenician to wear numerous elaborate finger rings, toe rings, bracelets and earrings. Phoenicians tend to wear sandals. When waging war, they use leather armor and large square shields which are decorated with intricate geometric patterns. The principal weapons are the bow, sickle-like sword (which should be treated as a longsword), and spear. They also sometimes use javelins, staves, slings, dirks (shortswords), or clubs. They, like Achaeans, use chariots in battle.

4.1.7.4 Background

- **BGO Points**: 4, due to their contact with other cultures through trade.

- **Stat Increases:** Any stat may be increased.

- **Lesser Heroes' Option:** Replace the roll Great Piety with **Great Pragmatic**: Phoenicians, due to their pragmatic views of life, receive +10 to Essence and Channeling Resistance Rolls. Also replace the roll Empathy with **Mariner**: Phoenicians are gifted with directional sense and can always discern which way is north. Phoenicians receive a +20 to all direction sense rolls and +20 to all navigation rolls.

- **Hobbies:** Phoenicians are industrious and hard working folk who love to trade goods with distant cultures. Their hobbies reflect this. They may learn the following skills, Acting, Storytelling, Tumbling, Gambling, First Aid, Foraging, Cookery, Sailing, Wrestling, Trickery, and Sky Watching. Artistic skills are Dancing and Singing. Craft skills are Leather Working, Wood Craving, Boat Handling, and Smithing. Lore skills are Appraisal, History, Religion, Mathematics, Navigation, Engineering, Shipbuilding, and Geography. Influence skills are Leadership, Seduction, Diplomacy, and Public Speaking.

4.1.8 Hesperian Cultures

The following are general culture descriptions of the predominant cultures of Hesperia (Italy) during the Age of Heroes. In the Greek myths, there are three major cultures inhabiting Hesperia. They are the Etruscans, Latins, and Achaeans called under various names such as Pallantiums and Greeks. Achaeans have already been described in detail in section 4.1.2. The other two cultures are described below.

4.1.8.1 Etruscans

In the myths, the Etruscans are contemporary with the Trojans and Minoans. For example, Bellephon, an Achaean hero, rid Lycia of Etruscan pirates and Aeneas, a hero of the Trojan War, fled the sack of Troy to Hesperia where he battled the Etruscans. This is fine as myths go. But in the real world, Etruscans did not appear in Hesperia until some three to four hundred years after the Trojan War. Therefore, GMs should feel free to omit them if they consider them unwieldy in their version of *Mythic Greece*.

On Italy's western coast between modern day Florence and Rome lies the land of Etruria, home to the Etruscans. This warlike but civilized people possessed the art of enjoying life, a devotion to music, a finiteness of life yet at the same time are conscious of fate, death and change. They are called various names including Etruscans, Tyrrhenians, and Tysenians. They settled the land sometime during the Silver Age from Lydia where they soon developed an urban society drawn together by a religious confederacy of city-states. They are talented merchants, artists, farmers, fishermen, warriors, and builders. They are sophisticated and dentistry is practiced. They possessed a constant interest in divination, which explains why their astrologers and seers are renowned throughout the ancient world for their skills. The women rule equally with the men and they are a liberal open-minded people.

4.1.8.2 Characteristics

- **Build:** Etruscans are very good-looking people. Their women are considered particularly beautiful. They tend to be slender with narrow waists and broad shoulders.

- **Coloring:** Etruscans have sun-bronzed complexions with dark hair and almond shape eyes. They use cosmetics to enhance their exquisite facial features. Women are known to dye their hair blond or gold and spend a lot of time styling their hair in the latest fashions. Most common fashions are long hair, piled or plaited on the neck and shoulders. Men wear their beards short and pointed and their hair long, past their shoulders.

- **Lifespan:** Varies; most are human normal.

- **Endurance and Resistance:** Average.

- **Special Abilities:** Due to their celebrated skill in prophecies, they receive +10 for Omen Reading and Priest skills.

4.1.8.3 Culture

- **Lifestyle:** Etruscan daily life is governed by a liberal set of religious rules and obligations. Each city is ruled by a king with support of the aristocratic families and priests called *haruspices*. *Haruspices* are considered by other peoples of antiquity to be masters in the art of divining. In some instances, they hold as much power as the ruling king does. The cities form a loose political and religious confederacy that convened annually at the shrine of the Voltumna, a fertility goddess known as Rhea to the Greeks. There, the warrior-kings and head-priests discussed matters of importance and resolved disputes. Annually elected magistrates chosen from the nobility called *lucumones* help governed the city. Mining and metalworking are major trading products. Most Etruscan cities are laid out in the form of a quadrangle with fortifications and with walls enforced by double gates and towers. Women play an influential part in Etruscan society, especially in religious affairs, and are treated as equals to men. An Achaean would be surprised at the sexual freedom the women enjoy which is equal to that of an Achaean male and the openness with which lovemaking is performed at feasts, in public, and so forth. They worship the Olympian gods but under distorted names.

- **Marriage Patterns:** Lineage is passed down on either the mother's or the father's side.

- **Fears and Inabilities:** They are fatalists and are aware that like everything else in the world, they must come to an end. Therefore, they are preoccupied with death.

- **Demeanor:** Etruscans are moody, mercurial, and domineering at times. They have been known to laugh at funerals and wept at banquets.

- **Prejudices:** They detest Achaeans whom they have performed piracy on and warred against. They dislike Carthaginians (Phoenicians) and tend to look down upon Latins and Celtics due to their lack of sophistication.

4.1.8.4 Other Factors

- **Profession Restrictions:** An Etruscan can be a Lesser Hero, Greater Hero, or Demigod. An Etruscan's Watcher is likely to be Zeus, Hera, and Athena, their chief deities; or Hermes or any other fertility or enlightening-god. Additionally, Etruscans have no profession restrictions.

- **Languages:** All Etruscans speak their native tongue, Etruscan, to rank 5, and Latin to rank 3. Because of their trading relations with Achaean and Carthaginians, they may learn either Greek or Phoenician to rank 2. They may learn one of the following extra languages: Pelasgian, Sintian, Phoenician, Luwian, Lydian, Greek, Celtic, Egyptian, or Libyan.

- **Outfitting:** Clothing material tends to be wool or linen, although silk is known. They often dye their clothing in intricate patterns of fantastic creatures and forest animals. Men tend to wear clothes that consist of a belt, tunic and codpiece. The tunic is patterned around the neck, sleeves and hem and down the side closure. A cape is a typical Etruscan ceremonial garment, shaped in semi-circular form like half a toga. Women dress in full-length skirts with colorful, richly patterned, and bordered of cloth tight around their bodies. Jewelry is worn by both men and women include anything from hairpins to collars to finger-rings. Their shoes are made of embroidered leather. They are long in shape, came up very high at the back and were pointed and curling at the front. When waging war, they use armor and shields common to what Achaeans might use; however, the principal weapons are the battle-axe and spear. They also use javelin, staffs, bow, sling, *dirk* (shortsword), and club. Longswords are rare and highly prized. They like Achaeans use chariots in battle.

4.1.8.5 Background

- **BGO Points**: 4, due to their contact with other cultures through trade.
- **Stat Increases:** Any stat may be increased.
- **Lesser Heroes' Option:** For the roll **Gifts**, Etruscans will possess normal weapons and items. However, for magical items, Etruscans typically wear talismans to ward off spells and evil (read section 7.0 *Wondrous Items,* enchanted talisman). These items will have a +10 bonus to one RR type (Channeling, disease, or poison).
- **Hobbies:** Etruscans enjoy nature and athletics and hold the same sporting events as the Achaeans during celebrations. They may learn the following skills Acrobatics, Tumbling, Gambling, First Aid, Omen Reading, Boxing, Wrestling, Gambling, and Sky Watching. Artistic skills are Dancing and Singing. Craft skills are Leather Working, Boat Handling, and Smithing. Lore skills are Appraisals, Bird Lore, History, Religion, and Geography. Athletic skills are Jumping and Sprinting. Influence skills are Leadership, Seduction, Diplomacy, and Public Speaking.

4.1.9 Latins

Latins are simple rural folk who live south of what is now modern day Rome. They are a sparsely settled semi-civilized folk who mostly farm and tend their sheep and cattle. They are forest-living warrior/shepherds for the most part, easily held in thrall by more advanced and civilized people especially the Etruscans in the north. They have their own language and worship the Etruscan's perceptions of the Olympians. These people are the forefathers of the Roman Empire.

4.1.9.1 Characteristics

- **Build:** All types, but normally of medium built.
- **Coloring:** Variations of fair to tan or olive skin. All colors of hair and eyes.
- **Lifespan:** Varies; most are human normal.
- **Endurance and Resistance:** Normal.
- **Special Abilities:** None.

4.1.9.2 Culture

- **Lifestyle:** They are poor semi-civilized tribes. Most are farmers and herders. A king is acknowledged as leader of a confedancy of tribes and rules from a town where tribute is collected.
- **Marriage Patterns:** Monogamous. The line is traced through the male.
- **Fears and Inabilities:** None.
- **Demeanor:** Practical, hard working, quiet, loyal, and often shy.
- **Prejudices:** They are suspicious of most outsiders, and might be in awe of some. They are enthralled of Etruscans. Otherwise, they hold no preconceptions of other people.

4.1.9.3 Other Factors

- **Profession Restrictions:** Latins can be a Lesser Hero and Greater Hero. Latin's Watchers tend to be fertility, earth or craft gods.

- **Languages:** All Latins speak their native tongue, Latin, to rank 5, and Etruscan to rank 3. Due to their proximity to the Achaeans (there are Achaean kingdoms on Hesperia) and Celtic, they can learn Greek and Celtic.

- **Outfitting:** Clothing material tends to be wool or linen. Men wear plain tunic and cloaks while women wear homely skirts. Women wear their hair in braids. Men wear beards and long hair. During war, they take their family heirlooms from above the mantle for weapons and use leather armor and shields for protection. They may use spear, club, bow, staffs, mace, dagger, sling, net, and handaxe.

4.1.9.4 Background

- **BGO Points**: 5 normal background pints.

- **Stat Increases:** Any stat may be increased.

- **Lesser Heroes' Option:** No special additions.

Hobbies: They have many hobbies, such as Appraisal, Animal Handling, Cookery, Tumbling, Gambling, First Aid, Foraging, Wrestling, Gambling, and Sky Watching. Artistic skills are Dancing and Singing. Craft skills are Leather Working, Wood Craft, and Smithing. Lore skills are Plant Lore, Animal Lore, and Geography. Athletic skills are Jumping and Sprinting. Influence skills are Leadership, Diplomacy, and Public Speaking.

4.2 *Non-Humans*

In the myths and legends of Ancient Greece, human heroes encountered non-human characters only as part of an epic or quest. These non-humans either aided or attacked the human heroes. However, many players will want to choose non-human characters. The type of role-playing involved should be adjusted for non-human characters. Since all of the non-human races dislike towns and cities, their adventures should take place in the wilderness. Non-human characters should not be the norm in a *Mythic Greece* campaign, and there should usually never be more than two in a single group. But as this is the GM's world, feel free to choose to ignore this guideline. Non-humans are divided into two broad classes by nature, Composite Creatures and Nymphs.

4.2.1 Composite Creatures

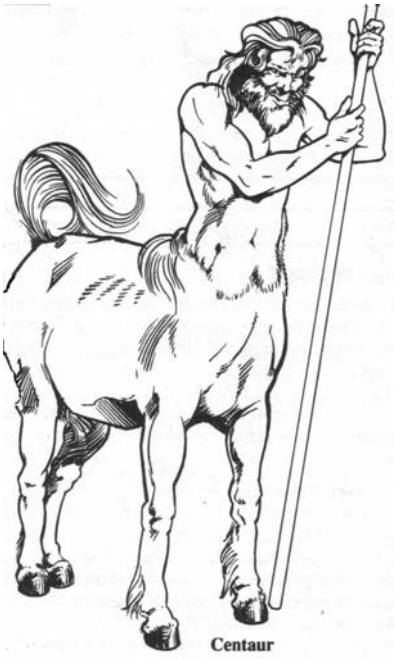
4.2.1.1 Centaurs

Despite the stereotype of being uncivilized and crude, Centaurs are quite sophisticated. They possess a deep respect for the harmony of nature, which often translates to their profound understanding of nature and the stars. They are a prideful race. They live in the open pastures and the wilderness. Of all the non-human races, Centaurs interact the most with humans. In appearance, Centaurs are a composite creature, half man, half horse. Thus, they combine the traits of the two species into one, the intelligence of man and the nobility of nature. A few Centaurs have been noted for their wisdom; many Achaean monarchs have sent their children to wise Centaurs for tutoring. In classic Greek mythology, all Centaurs are males.

4.2.1.1.1 Characteristics

- **Build:** Centaurs are composites of horse and man. While the upper torso is that of a man, the lower is that of a horse. From hooves to head, a Centaur averages 7'– 8' tall, and can weigh anywhere from 600 to 1,000 pounds.

- **Coloring:** Centaur coloring varies considerably is representative of all complexions and hair types found within both humans and horses.


Centaur

- **Lifespan:** Most Centaurs live to 150–175 years; however, some have extended lifespans similar to humans (see Section 4.1.1).

- **Endurance and Resistance:** Centaurs have the endurance of horses.

- **Special Abilities:** Due to their body structure, Centaurs require modifications in character development. Their base movement rate is 110' instead of the normal 50' for humans. In some circumstances they will have movement disadvantages inherent from their build, for example, –50 to Climbing; Centaurs have trouble moving in narrow confines or climbing trees. In the proper circumstances, a Centaur may "charge" to attack and deliver a medium bash attack in addition to its normal attack. Centaurs lack the ability to ride; therefore, Centaurs cannot develop the Riding skill. They also possess superb Nightvision and are able to see 200' in a dark forest as in daylight. Due to their skill, Centaurs receive a +15 bonus to Foraging maneuvers. Furthermore, in order to be a Centaur, a character must have a score of 90 or better assigned to both Constitution and Strength and must purchase the "Great Vitality" Statistic Power.

4.2.1.1.2 Culture

- **Lifestyle:** Centaurs are semi-nomadic hunters and gatherers. When living off the land, they never over-hunt an area; they take only what is needed. They are great cultivators of wine and barley; however, they enjoy roaming in the wilderness. They enjoy the stars, physical games, and nature. Like other forest folk, Centaurs love festivals, where they dance under the stars and drink. They lack a true king and are instead loosely ruled by a group of elders oftentimes with one elder having more sway than the rest. In times of need, they will appoint one of the elders as temporary chief.

- **Marriage Patterns:** Occasionally, Centaurs do marry their mates, and if so they tend to be monogamous; however, they are most often promiscuous in the manner of stallions. Centaurs can mate with Nymphs, human women, or mares to produce offspring, which could be Centaurs, horses, men, or even Sileni or other creatures depending on the random interactions of their unnatural genetic structures.

- **Fears and Inabilities:** Centaurs easily become inebriated and tend to be very wild, often dangerous, when drunk (–20 RR to alcoholic beverages).

- **Demeanor:** Centaurs are proud, rustic, and independent.

- **Prejudices:** Centaurs hate Griffins, and dislike Giants and Cyclopes. They are suspicious of humans but get along with other forest-folk. They are offended by saddles, but will carry items of equipment and arms.

4.2.1.1.3 Other Factors

- **Profession Restrictions:** A Centaur can be either a Greater Hero or a Demigod. A Centaur's Watcher is usually Pan, Dionysus, Apollo, Ares, or Hera. Most Centaurs will be Warriors and Rogues; however, they can take any profession except Explorer.

- **Languages:** Centaurs speak a number of languages. All Centaurs speak Greek to rank 5. They also start with one language to rank 3 and another one to rank 1 from the list below. They may learn the following extra languages: Thracian, Etruscan, Latin, Lydian, Luwain, Amazon, Phrygian, Phoenician, Sintian, Pelasgian, and Minoan.

- **Outfitting:** Centaurs use bows, spears, staffs, clubs, slings, and dirks. Due to their builds, Centaurs generally do not wear armor. However, on occasions, Centaurs will be found carrying shields.

4.2.1.1.4 Background

- **BGO Points**: 5, but they must be spent as described above.

- **Stat Increases:** Any stat may be increased.

- **Lesser Heroes' Option:** Replace rolls 81-85, **Nimbleness,** with **Great Sage**, which allows the Hero to take lore skills at half the development points cost (see section 24 of MERP 2nd Edition Manual for transferring development points). Centaurs create items from nature, using such materials as feathers, leather, and wood. Any magical weapon will be blessed by any of the above Watchers.

- **Hobbies:** Centaurs are noted for their knowledge of a variety of skills, such as Foraging, Signaling, Cookery, First Aid, Omen Reading, Trap Building, and Sky Watching. They also possess numerous artistic skills, such as Storytelling, Singing, Woodcarving, Instrumental Music, and Dance. In craft skills, they possess Woodcarving, Stone Carving, Fletching, and Smithing. Athletic skills are Racing and Jumping. Centaurs may possess the following knowledge and lore skills: Forest Lore, Geography, Plant Lore, Animal Lore, Regional History, Regional Lore, Centaur Lore, and Horse Lore. For influence skills, they have Public Speaking and Leadership.

4.2.1.2 Satyrs & Sileni

Mischievous forest folk, Satyrs and Sileni (singular *Silenus*) represent the chaotic and gamboling traits of Mother Nature (Gaia). They are hedonistic and carefree. At one moment, they can be seen drinking and partying, and at another, industriously working on their wine vintages and gardens. At other times, they are slothful, sleeping away the day, or busy frightening and harassing the local human shepherds. Despite their hedonistic lifestyle, the curiosity of Mother Nature and music has lead some Satyrs and Sileni to become great teachers and musicians. In fact, some monarchs of Asia Minor seek them as tutors for their children. In appearance, a Satyr's upper torso is that of a hairy man while his lower torso is that of a goat; a Silenus' lower torso is that of a horse. In general, Sileni tend to be taller than Satyrs and slightly more studious. In classic Greek mythology, all Satyrs and Sileni are males. Satyrs inhabit the wilds of Hellas and Italy, while Sileni inhabit Phrygia and the surrounding lands. Both races are immortal and their members will only die from violence. Disease is unknown to them. *Note:* Satyrs and Sileni are very similar to each other; therefore, they have been combined into one section here. They share the same characteristics unless stated otherwise.

4.2.1.2.1 Characteristics

- **Build:** Satyrs have the upper torso of a hairy man with an athletic build and the hind legs and tail of a goat. They have small horns on their heads, concealed by their shaggy hair. Their ears are pointed. Satyrs average 5'–6' in height and weigh anywhere from 100–160 pounds. Typically, they sport beards and goatees. Sileni are similar to Satyrs; however, they have the hind legs and tail of a horse and are heavier than Satyrs. Their ears are a bit long and pointed. They can weigh anywhere from 120–180 pounds.

Satyr

- **Coloring:** The complexions of Satyrs' and Sileni's human halves vary but tend to be olive to dark. Typically, their lower halves are furred in shades of brown and red; black is known but unusual. Fur coloring is complementary to the rest of the body.

- **Lifespan:** Both Satyrs and Sileni are immortal; they reach adulthood in a similar time span to humans, then age very slowly. When young, they are sensual and graceful; in hale old age, they tend to grow potbellies and become insidious.

- **Endurance and Resistance:** When pushed, they are very hardy, possessing stamina similar to goats and horses.

- **Special Abilities:** Due to the builds of Satyrs and Sileni, modifications are needed. Their base movement rates are 75' instead of the normal 50' for humans. In some instances, they will have difficulty moving; for example, they cannot climb a tree effectively and therefore have a –20 penalty to Climbing. Furthermore, Satyrs and Sileni have acute hearing, twice the range of humans. They are also highly talented with music. Their favorite instrument is a set of pipes cut from reeds or hollowed twigs (the Pan-pipes). Hence, they receive a +10 bonus whenever using these pipes and a +10 bonus to any Bard spells cast while using the pipes. In addition, their ability to survive and dwell in harmony with nature provides Satyrs and Sileni with a +10 to Foraging skills.

4.2.1.2.2 Culture

- **Lifestyle:** Satyrs prefer to dance and celebrate than to be caught up with some sort of responsibility. Thus, they possess a very chaotic, nomadic social structure and are organized into small herds. Leadership in a herd is passed on to an elder. His position is symbolic, possessing little power. Only in times of grave importance will the elder possess authoritarian power. They are excellent musicians, gardeners, and fine vintners. Their parties tend to be amorous, accompanied by wild bouts of drinking. They enjoy partying under the stars and moon. Midsummer festivals are popular and also mark the gathering of the herds. Sileni also party; however, their curiosity towards Mother Nature is greater. Thus, some are sought out by gods and human monarchs for their wisdom. They are also more likely to be found adventuring than Satyrs.

- **Marriage Patterns:** Neither Satyrs nor Sileni can cope with the responsibilities of marriage; therefore, they do not marry. Instead, they constantly woo females, and can mate with Nymphs, human women, and female goats, horses, and similar animals to produce offspring, which may be Satyrs, Sileni, humans, Nymphs, or other creatures depending on the random interactions of their unnatural genetic structures.

- **Fears and Inabilities:** Because they love the open air, they dislike towns and cities and fear underground complexes.

- **Demeanor:** They are mischievous, jolly, easygoing, outgoing, gruff, and amorous.

- **Prejudices:** They are suspicious of humans, but get along with other forest-folk. They dislike Giants and Cyclopes.

4.2.1.2.3 Other Factors

- **Profession Restrictions:** All Satyrs and Sileni are male. A Satyr or Silenus can be a Lesser Hero, a Greater Hero, or a Demigod. Most will have as Watchers Hermes, Dionysus, Pan, or Aphrodite. However, any god with similar traits will do. Many Satyrs are Rogues and Scouts; however, Bards are not uncommon, and Rangers and Animists are known. Also, a Satyr or Silenus taking the Greater Hero or Demigod background options can take on the Spell Power "Great Shout," a Fear spell on the Bard spell list's "Controlling Songs" (see Spell Power for more information).

- **Languages:** Satyrs speak Greek to rank 5, and start with Pelasgian and Minoan at rank 3. Sileni speak Phrygian to rank 5 and Luwain to rank 3. Both Satyrs and Sileni may learn the following languages: Minoan, Sintian, Phoenician, Luwian, Amazon, Lydian, Thracian, and Colchian.

- **Outfitting:** Both Satyrs and Sileni can use daggers, javelins, clubs, quarterstaffs, spears, and slings. Due to their builds, Satyrs and Sileni generally do not wear armor, but on rare occasions will carry shields.

4.2.1.2.4 Background

- **BGO Points**: 3, due to their lusty natures.

- **Stat Increases:** Any stat may be increased except Presence and Intuition.

- **Lesser Heroes' Option:** For rolls 1–20, instead of **Extra Wealth**, Satyrs and Sileni receive **Wines.** Some are aphrodisiacs, giving a +10 bonus to Seduction; others can heal 2–20 concussion hits or doubles the rate of healing of muscle damage. Each wine case contains 10 doses. For rolls 21–40, **Gifts** are broken into two separate categories: Rolls 21–30 are **Forest Love**, representing the special bond of Satyr and Silenus with Nature; the PC gains a +10 bonus to all Moving Maneuvers while in a forest area. Rolls 31–40 are **Nightvision**, allowing the Satyr or Silenus to see at night up to 100' as if in daylight, or up to 500' in the light of the moon when at least a third full (*i.e.*, three weeks out of every four). Rolls 71–75 are replaced with **Sneak**, a +10 to Stalk/Hide skills and Trickery. On rolls 86–90, **Observant**, Satyrs and Sileni will receive **Wondrous Pipes** as a replacement (read section 7.0 '*Wondrous Items*'). These pipes are magically imbued with one of the following spells, usable once per day: Fear, Charm, Forgetting, or Confusion (level 3). Alternatively, the pipes could give a bonus to Bard spells. Any other special items will be made out of wood or stone.

- **Hobbies:** Because of their love of nature and their curiosity, Satyrs possess great knowledge of nature. They possess the following skills: Wine Making, Bee Keeping, Trickery, Sky Watching, Cookery, First Aid and Seduction. They also possess artistic skills in Dance and Instruments (Pan-pipes or lyre). Athletic skills are Sprinting and Juggling. Craft skills are Woodcrafts. Satyrs may learn the following lores: Plant Lore, Animal Lore, Geography, and Forest Lore. Sileni also possess a great wealth of knowledge about nature. They possess the following skills: Wine Making, Trickery, Sky Watching, Omen Reading, Cookery, First Aid, and Seduction. They also possess artistic skills in Dance and Musical Instruments. Athletic skills are Sprinting and Juggling. Craft skills are Woodcrafts. Sileni may learn the following lores: Plant Lore, Animal Lore, Geography, and Forest Lore.

4.2.2 Nymphs

Water Nymph

Nymphs are a broad category of beings whose life forces are magically tied to a particular ecological or geographical feature. In the following sections, Nymphs are divided into three groups, Dryads (Wood Nymphs), Nereids (Water Nymphs), and Oreads (Mountain Nymphs). Although racially the same, they possess distinctive cultures and abilities. Within each group, there are tens of sub-races and cultures. For example, among the Nereids, there are Oceanids, Naiads, and Limnads. Each sub-race represents a distinct geographical or ecological feature. For example, Oceanids are tied to the ocean, Naiads to rivers, and Limnads to lakes or stagnant pools. The magical bond gives Nymphs unique abilities, outlined in the race descriptions. However, damage to or destruction of a Nymph's bound feature results in illness or death for the Nymph.

Nymphs are closely related to the gods; a few have obtained the status of minor goddesses and are considerably more powerful than the norm. Like the gods, Nymphs are immortal and will only die through to violence to their persons, destruction of their bound feature, or transformation into a flower or other natural object. Nymphs usually appear as beautiful, young human women. Due to their relationship to the gods and their magical bonds with ecological or geographical features, all Nymphs are more adept at employing magic in their daily lives than humans. Although rarely seen, they are widespread. In classic Greek mythology, all Nymphs are female.

4.2.2.1 Water Nymphs—Nereids

Of all the Nymphs, Nereids are the closest to the gods. Some serve as maids for the gods while others are caregivers. A few have gained the status of goddesses in their own right or have married gods. Consequently, Nereids employ magic as part of their daily lives. Nereids are tied to a geographic body of water, such as a river or a lake. The drying up or the damming of a Nereid's geographic feature results in illness. Nereids are excellent swimmers and feel at home in the water, and often live in underwater caves or watery places. They enjoy music and songs and are skilled singers. They revere beauty.

4.2.2.1.1 Characteristics

- **Build:** Nereids tend to be short, 4'6" to 5'6". They are proportioned like a slender human female, weighing anywhere from 70 to 110 pounds.

- **Coloring:** Nereids have exquisitely delicate features and peculiar hair colors. The coloring of physical traits depends on the environment from which the Nereid originates. For example, Limnads, the Nereids who are bound to stagnant lakes, have hair and skin coloring of a dark green hue comparable that of murky water. Many Nereids have something wild in their eyes; colors range from aqua to dark blue. Skin coloring ranges from pearly white, to bluish white, to sea-green. Hair coloring varies; Nereids have been known to possess sea-green, pure white, and sea-blue hair.

- **Lifespan:** Nereids are immortal; they will die only due to violence, pollution or destruction of their bound body of water, or a special circumstance like transformation into a flower or relinquishment of immortality for the love of a mortal.

- **Endurance and Resistance:** Nereids do not carry great burdens, but they are capable of traveling for long times.

- **Special Abilities:** Because they are brought up underwater, Nereids are excellent swimmers, receiving +20 to Swimming. Furthermore, each Nereid has her Special Power chosen for her. This is automatically the Open Channeling spell list "Protections," except that the list is modified: the level 1–3 spells are omitted, the level 4 spell *Resist Elements* becomes level 3, and the level 6 and 7 spells are each lowered by two levels. In addition, a new level 2 spell is added from "Nature's Movement," *Swimming True*. The Nereid's spells from her Special Power cost no Power Points and have unlimited duration. For example, since *Underwater Breathing* is on the list, she can breathe water and air interchangeably and never needs to consciously change between the two media; if knocked unconscious in the air and dumped into the water, she will automatically breathe the water with no difficulty. Keeping in line with the Nereids' great beauty, they must assign one of their three highest stats to Appearance. Also, Nereids may exceed 100 Appearance, to a maximum of 105, but may not exchange their Appearance stat with any others. Wrestling is a primary skill in the melee skills category for Nereids because they prefer to wrestle and shift shape rather than use melee weapons in a fight. Nereids are superb singers and receive a +15 to all Singing activities.

4.2.2.1.2 Culture

- **Lifestyle:** Nereids generally prefer to live in the water, among their own kind. They form a loose, peaceful society under the guidance of a god or goddess. Nereids of a certain geographical body of water tend to stay together. They revere beauty and music. Singing and dancing are favorite pastimes. Performing trickery on a beautiful mortal is also a popular amusement. Most revere chastity and will go to great lengths to avoid violation by a male.

- **Marriage Patterns:** Nereids are generally monogamous, marrying human men, lesser water-spirits (*e.g.* Tritons), or gods. Offspring are typically members of their father's race if male, or Nereids or humans if female.

- **Fears and Inabilities:** None.

- **Demeanor:** Although they appear to be reclusive and shy around strangers, they are fun-loving, playful, and upbeat.

- **Prejudices:** Because amorous pursuers constantly chase them, they mistrust males. However, a Nereid could learn to have male friends. Furthermore, they tend to detest those who pollute their streams and ponds. They dislike towns.

4.2.2.1.3 Other Factors

- **Profession Restrictions:** To be a Nereid, a PC must be female and a Greater Heroine. A Nereid's Watcher may be Artemis or any sea-god, or on rare occasions, Dionysus. Nereids can be Scouts, Animists, Bards, or Rangers. However, they have a natural affinity for magic.

- **Languages:** Nereids speak Greek to rank 5 and any one other language to rank 3. They may learn the following extra languages: Thracian, Etruscan, Latin, Lydian, Luwain, Amazon, Phrygian, Phoenician, Sintian, Pelasgian, and Minoan.

- **Outfitting:** Nereids' clothing tends to be garments made up of sea plants, seashells, and beads. Those tied to the ocean or large lakes tend to wear silky white garments as well. Nereids are known to carry the following weapons: shortbows, daggers, javelins, nets, and quarterstaffs. They rely heavily on Wrestling skills and spells in combat. Furthermore, they tend to avoid armor, instead relying on magic items for protection.

4.2.2.1.4 Background

- **BGO Points**: 4, due to their close association with the gods.
- **Stat Increases:** Any stat may be increased.
- **Lesser Heroes' Option:** For rolls 1–20, ignore **Extra Wealth**; expand **Gifts** (21–40) to include 1–20. Many of the gifts Nereids possess will be for protection, either a +10 to DB or Channeling RR. These protective items will come in the form of magical beads or garments made from special sea plants produce a material called wondrous silk (read section 7.0 '*Wondrous Items*'). Alternatively, the special item could be a gift from a suitor that could be of some worth to the character. For rolls 66–75, the **Empathy** will be towards a sea-creature or any animal related to the sea, for example, a seagull. The roll 71–75 becomes **Animal Sensitivity**: No sea-animal will harm the PC unless provoked.
- **Hobbies:** Nereids' hobbies include Singing, Dancing, Weaving, Acrobatics, Animal Handling (sea animals), First Aid, Omen Reading, and Seduction. Artistic skills include Storytelling, Instrumental Music, and Trickery. Athletic skills include Sprinting and Jumping. Craft skills include Dyeing, Cloth-Making, and Leather-Working. Lore skills include Sea Animal Lore, Geography, and Legends & Lore. Influence skills include Public Speaking and Leadership.

4.2.3 Wood Nymphs—Dryads

Dryads, like Nereids, are beautiful young women, but Dryads live in forested areas. They are bound to a specific ecological feature, such as an oak, maple, linden, or olive tree, and damage to that tree can cause illness or death. Because the survival of their particular tree is so important for the Dryads' well-being, they often act as guardians of the forest, healing and caring for trees and animals. Consequently, they revere the forest and all its living things. Dryads are adventurous and enjoy the company of other forest-folk.

Wood Nymph

4.2.3.1 Characteristics

- **Build:** Dryads tend to be short, 4'6" to 5'6". They are proportioned like a slender human female, weighing anywhere from 70 to 110 pounds.
- **Coloring:** Dryads have delicate features. Their eyes possess a wild look to them; colors range from yellow to green to amber to violet. They also tend to have peculiar hair colors like forest green, or the reds and golds of autumn leaves. They tend to have fair complexions. Physical coloring often depends on the Dryad's environment; for example, a Maliae, a Dryad bound to an apple tree, might have dark green hair, a ruddy complexion, and yellow or pale yellow eyes.
- **Lifespan:** Like Nereids, Dryads are functionally immortal, dying only due to violence to their persons or bound trees, or a special circumstance like transformation into a flower or relinquishment of immortality for the love of a mortal. However, because Dryads are bound to living plants rather than to water features, in practice their lifespans are usually shorter than those of Nereids, measured in centuries. A sub-race called the *Hamadryads* have a much stronger bond to their trees; they must remain close to them or die. Therefore, they are not suitable as a PC race.
- **Endurance and Resistance:** Dryads do not carry great burdens, but they are capable of traveling for long times.

- **Special Abilities:** Dryads and trees have a special relationship that is mutually beneficial to both parties. Dryads receive a +10 bonus to DB while in forested terrain; trees receive First Aid from Dryads, who in turn receive a +10 bonus to First Aid maneuvers on trees. Furthermore, each Dryad has her Special Power chosen for her. This is automatically the Open Channeling spell list "Protections," except that the list is modified: the level 1–3 spells are omitted, and the new level 2 spell is *Merging Organic* from "Nature's Movement." The Dryad's spells from her Special Power cost no Power Points and have unlimited duration. Keeping in line with the Dryads' great beauty, they must assign one of her three highest stats to Appearance. Also, Dryads may exceed 100 Appearance, to a maximum of 105, but may not exchange her Appearance stat with any others.

4.2.3.1.1 Culture

- **Lifestyle:** Dryads live in an unstructured, rustic culture, which revolves around the trees they hold so dear. Like other forest-folk, they enjoy dancing and singing. They readily enter the celebrations of Centaurs, Satyrs, and Sileni, and do not have the moral restraints of Nereids.

- **Marriage Patterns:** Dryads occasionally enter monogamous marriages, but are most often cautiously promiscuous. Dryads can mate with human men, Centaurs, Satyrs, Sileni, and gods. Offspring are typically members of their father's race if male, or Dryads or humans if female.

- **Fears and Inabilities:** Dryads tend to fear fire.

- **Demeanor:** Around strangers, Dryads appear reclusive and sly. However, they can be charming and easygoing. They love to play tricks on unsuspecting shepherds and the like.

- **Prejudices:** Dryads get along well with other forest-folk, but usually feel uncomfortable near a group of human males. They dislike towns.

4.2.3.1.2 Other Factors

- **Profession Restrictions:** To be a Dryad, a PC must be female and a Greater Heroine. A Dryad's Watcher will probably be Artemis, Apollo, Dionysus, or Zeus, or less often other gods with similar traits. Dryads can take any profession.

- **Languages:** Dryads speak Greek to rank 5 and one other general-area language to rank 4. They may learn the following extra languages: Thracian, Etruscan, Latin, Lydian, Luwain, Amazon, Phrygian, Phoenician, Sintian, Pelasgian, and Minoan.

- **Outfitting:** For clothing, Dryads tend to wear green garments made of cotton, linen, or plant leaves, and are often adorned with flowers. Dryads prefer to use hand-axes, battle-axes, daggers, javelins, slings, shortbows, and quarterstaffs as weapons. Dryads tend to avoid armor, instead relying on magic items for protection.

4.2.3.1.3 Background

- **BGO Points**: 4, due to their close association with the gods.

- **Stat Increases:** Any stat may be increased.

- **Lesser Heroes' Option:** Rolls 1–20 change to **Herbs**: The PC possesses several doses (1–6) of healing herbs that heal 1–20 concussion hits and double the rate of healing for other wounds. For rolls 21–40, **Gift**, Dryads receive special magic items made from plants, which add to their protection (+10 DB), or may receive an item from an admirer. Rolls 71–75 become **Empathy** towards a

woodland animal, such as birds or squirrels. Rolls 76–80are changed to **Sneak**, a special +10 bonus to Stalk/Hide and Trickery.

- **Hobbies:** Dryads use Leather-Making, Cloth-Making, Dancing, Singing, First Aid (which may be applied to both trees and humanoids), Foraging, Animal Handling, Cookery, and Sky Watching. Artistic skills are Storytelling. Athletic skills are Jumping, Acrobatics, and Sprinting. Influence skills are Leadership and Seduction.

4.2.4 Mountain Nymphs—Oreads

The oldest of the Nymphs, Oreads are tied to mountains and hills. Damage occurring to their bound geographical features from such things as erosion, earthquakes, mining, or forest fires will cause illness and eventual death. Often confused with Dryads, Oreads appear as beautiful young women who live in mountainous areas. They are graceful and charming, yet strong-willed and stubborn once they have set their minds on something. They enjoy hunting and physical activities, such as sprinting and jumping. They revere the stars. They are the loremasters of the world, possessing great knowledge of the history of their lands.

4.2.4.1.1 Characteristics

- **Build:** Oreads are slightly larger than other Nymphs; they still tend to be short by human standards, 4'8" to 5'8". They are proportioned like a human female, weighing anywhere from 90 to 135 pounds.

- **Coloring:** Oreads have delicate features. Their eyes possess an ancient sparkle betraying their youthful looks; they are usually steel-gray in color. Hair colors range from brown to black. Complexions tend to olive, honey-brown, or whatever is representative of the soil of their bound terrain feature.

- **Lifespan:** Oreads are immortal; they will die only due to violence to their persons or their bound hill or mountain, or a special circumstance like transformation into a flower or relinquishment of immortality for the love of a mortal.

- **Endurance and Resistance:** Normal.

- **Special Abilities:** Oreads have extensive historical knowledge of their surrounding lands and receive a +10 bonus to Regional Lore and a +15 bonus to Star-Gazing. Furthermore, each Oread has her Special Power chosen for her. This is automatically the Open Channeling spell list "Nature's Movement," except that the list is modified: the level 1-4 spells are omitted, the new level 1 spell is *Pathlore* from "Path Mastery," the new level 2 spell is *Resist Elements* from "Protections," and the new level 3 spell is *Stonerunning* from "Nature's Movement." The Oread's spells from her Special Power cost no Power Points and have unlimited duration. Keeping in line with the Oreads' great beauty, they must assign one of their three highest stats to Appearance. Also, Oreads may exceed 100 Appearance, to a maximum of 105, but may not exchange their Appearance stat with any others.

4.2.4.1.2 Culture

- **Lifestyle:** Oreads lack social structure or personal distinctions; instead, all Oreads are considered equal. In times of need, they form a civil body (similar to a New England town hall meeting) to vote on actions. They readily enter celebrations with other forest-folk and enjoy the thrills of physical competition and hunting.

- **Marriage Patterns:** Oreads occasionally enter monogamous marriages, but are most often cautiously promiscuous. Oreads can mate with human men, Centaurs, Satyrs, Sileni, and gods. Offspring are typically members of their father's race if male, or Oreads or humans if female.

- **Fears and Inabilities:** Oreads tend to fear towns, especially large cities.

- **Demeanor:** Around strangers, Oreads often appear aloof; however, they are energetic and graceful.

- **Prejudices:** Oreads get along with other forest-folk; however, they usually feel uncomfortable in front of a group of humans.

4.2.4.1.3 Other Factors

- **Profession Restrictions:** To be an Oread, a PC must be female and a Greater Heroine. An Oread's Watcher will probably be Artemis, Apollo, Dionysus, or Zeus, or other gods with similar traits, especially those with magical specialties of *Earth* or *Fertility*. Oreads can take any profession.

- **Languages:** Oreads speak Greek to rank 5 and one other general-area language to rank 4. They may learn the following extra languages: Thracian, Etruscan, Latin, Lydian, Luwain, Amazon, Phrygian, Phoenician, Sintian, Pelasgian, and Minoan.

- **Outfitting:** Oreads tend to wear garments made of lily-white linen adorned with flowers, fur, or leather. Oreads prefer to use hand-axes, spears, daggers, javelins, slings, shortbows, and quarterstaffs as weapons. Like Dryads, Oreads tend to avoid armor, instead relying on magic items for protection.

4.2.4.1.4 Background

- **BGO Points**: 4, due to their close association with the gods.

- **Stat Increases:** Any stat may be increased.

- **Lesser Heroes' Option:** Rolls 1–20 change to **Herbs**: The PC possesses several doses (1–6) of healing herbs that heal 1–20 concussion hits and double the rate of healing for other wounds. For rolls 21–40, **Gift**, Oreads, receive special magic items made from plants or stone, which add to their protection (+10 DB), or they might receive an item from an admirer. Rolls 71–75 are changed to **Empathy** towards an animal native to the Oread's hill or mountain.

- **Hobbies:** Oreads use Leather-Making, Cloth-Making, Dancing, Singing, First Aid (which may be applied to both animals and humanoids), Foraging, Animal Handling, Cookery, Sky Watching, and Star Gazing. Artistic skills are Storytelling. Athletic skills are Jumping, Acrobatics, and Sprinting. Influence skills are Leadership and Seduction. They may pursue any Lore skills.

5.0 Herbs of Mythic Greece

In *Mythic Greece*, those who possess knowledge of herbs and poisons were looked upon with awe and wonder as if the person can use magic. Normally, most priests and priestess possess some nominal skill with herbs although outdoorsmen also possess the 'gift'. Below is a list of herbs that can be found throughout *Mythic Greece* (and Europe thus useable in other Campaigns such as *Robin Hood* and *Vikings*). Some of the listed herbs, especially those marked in the Special section, only gods can acquire and give to mortals. The herbs listed in the Special section containing the words "Drink of…" constitute quantities of water brought up from various rivers of the underworld. Each of the following constitutes one drink's worth - one average gulp. These drinks look and smell just like water; they have invisible effects.

Herbs of Mythic Greece

Herbs	Codes	Form/Prep	Cost	Effects
Circulatory Repair				
Amaranthus	t-F-3	Flower/paste	3sp	Heals 2 hits/rnd of bleeding
Clown's Woundwort	m-M-2	Root/ingest	9sp	Heals all bleeding from one wound
Deadly-Nightshade	m-F-5	Leaf/ingest	4gp	5th level depressant causes sleep and doubles the rate of healing during sleep
Wormwood	m-F-6	Flower/paste	5gp	Heals major wounds and heals 2 -20 hits
Yarrow	t-M-4	Flower/paste	1gp	Instantly heals all bleeding
Concussion Relief				
Bugle	m-F-5	Flower/brew	2gp	Heals 2-20 hits
Healwell	m-t-3	Leaf/brew	5sp	Heals 1-10 hits
Bone Repair				
Ribwort	t-M-6	Root/brew	6gp	Heals any broken bone
Alexipharmics				
Blessed Thistle	m-D-2	Berry/ingest	6gp	Cures the effects of any poison (5 lvl)
Napweed	m-S-6	Flower/brew	2gp	Reduces the effects of poison by half
Snakeweed	t-H-5	Leaf/brew	9gp	Cures any snake bite (3 lvl)
Spiderwort	t-M-3	Root/paste	2gp	Cures spider poison (3 lvl)
St. John's Wort	t-D-6	Nodule/brew	35gp	Cures any enchanted poison (8 lvl)
Stinging Nettle	m-C-3	Nut/ingest	7gp	Cures any plant-based poison (4 lvl)
Burn and Exposure Relief				
Aloe	h-H-6	Leaf/paste	1gp	Doubles rate of healing for burns and minor cuts
Barberry	m-D-7	Berry/ingest	7sp	Heals one burn area
Hound's Tongue	t-F-4	Root/brew	2gp	Heals all burns and frostbite
Special				
Herb of Life	9	Flower/ingest	N/A	Heals any one non-fatal wound
Ambrosia	9	Flower/ingest	N/A	Regenerate broken bones, torn muscles and vessels, and heals 3 hits/rnd for 30 rounds
Drink of Cocytus	9	Water	N/A	It will keep its victim a grieving wreck until fresh blood, of any sort, crosses his lips, whereupon it's instantly dispelled. (10th lvl RR)
Drink of Lethe	9	Water	N/A	It causes amnesia in the victim. If fresh blood, of any sort, crosses the victim's lips, the drink's effects are instantly dispelled. (10th lvl RR)
Drink of Styx	9	Water	N/A	If someone swears an oath by the waters of Styx, then drinks it and does not tell the truth, he will be overcome with apathy and can do nothing, absolutely nothing, for a year. If mortal, he must be fed and cared for by others or he will die. Additionally, if someone swears by Styx to do something and then does not, the Drink will activate- no matter how much later in his life it is that the oath is forsworn. (20th lvl RR)
Moly	t-D-8	Root/ingest	90gp	Will dispel the first spell cast upon the user. Only one use per day. (12 lvl)
Muscle, Cartilage, & Tendon Repair				
Ragwort	m-D-4	Root/brew	10gp	Heals sprains and muscle wound at twice the rate
Agrimony	t-D-6	Leaf/boil	5gp	Heals sprains and bruises
Witch Hazel	m-C-2	Leaf/lotion	33 gp	Relieving muscle aches (+10 to RR) and heals small cuts (1 hit/round)
Nerve Repair				
Burdock	m-S-4	Stem/brew	10gp	Doubles rate for healing nerve damage
Organ Repair & Preservation				
Lungwort	t-T-6	Root/ingest	40gp	Heals lung damage
Spring Adonis	m-F-6	Leaf/ingest	25gp	Heals minor organ damage
Other				**Other**
Starwort	m-F-6	Leaf/lotion	1sp	Heals minor cuts and relieves skin aliments

Codes

The Codes give a small letter for the climate that the herb (or poison) is normally found in, a capital letter for the type of locale that the herb is normally found in, and a number for the difficulty of finding a dose of such an herb. These herbs are but a small sample of the herbs and poisons used in the Ancient world.

Climate Codes

a.. arid
c.. cold
e.. everlasting cold
f.. severe cold (frigid)
h.. hot and humid
m.. mild temperate
s.. semi-arid
t.. cool temperate

Locale Codes

A.. Alpine
B.. Breaks/wadis
C.. Coniferous forest
D.. Deciduous/mixed forest
F.. Frewshwater coasts & banks
G.. Glacier/snowfield
H.. Heath/scrub
J.. Jungle/rain forest
M.. Mountain
O.. Ocean/saltwater shores
S.. Short grass
T.. Tall grass
U.. Underground
V.. Volcanic
W.. Waste
Z.. Desert

Difficulty of Finding

Code	Difficulty	Mod.
1	Routine	+30
2	Easy	+20
3	Light	+10
4	Medium	+0
5	Hard	-10
6	Very Hard	-20
7	Extremely Hard	-30
8	Sheer Folly	-50
9	Absurd	-70

6.0 Character Equipment

In the *Mythic Greece*, most commerce is conducted through barter. Only a few kingdoms such as Crete, Phoenicia and Egypt mint coinage. Of the Achaean kingdoms, only Athens mints coinage. The coin is equivalent to a silver piece. It bears an image of an owl on one side. Coinage is rare. The standard of conversion is the Ox. In the Age of Heroes, an ox is worth one gold piece in cities and civilizations with coinage. The coins player characters are likely to see will be gold, silver and copper. Tin is too rare (in the *Mythic Greece*, it's worth substantially more than copper or bronze). Only the Phoenicians know where the tin deposits are located and they guard the secret with their lives. Bronze is used mainly in weapons while iron is not yet forged. While not historically accurate, for game purposes, recommend using Table 6.0 Standard Coinage Rate for game playing ease in the *Mythic Greece*.

TABLE 6.0: Standard Coinage Rate

Coin Type	Coinage Rate
Gold Piece (gp)	1 gp = 1 ox
Silver Piece (sp)	10 sp = 1 gp
Copper Piece (bp)	10 cp = 1 sp

In the actual game, player characters rarely exchanged real coins. More often, the player characters are trading goods or large coins for items purchased in bulk or large numbers. In the course of the campaign, characters will be winning captured "generic treasure" (captured goods, weapons, armor and livestock) worth a certain amount. For example, after the sack of a city, the GM may tell the player characters, "Each character receives miscellaneous spoils worth 10 gold pieces." Whenever the character spends the treasure, it is assume for game simplicity to do one of several things:

- Bartering some of the treasure for the desired item;
- Sending some of the treasure on to a craftsman to make the desire item;
- Or in a city or nation, which uses money such as a Minoan kingdom, or the city of Athens, the character may actually be turning in the treasure for coins and then spending the coins.

In any case, from the player perspective and the sake of simplicity, do not worry about the resale value of the captured treasures and spend it, as it was new. "Generic Treasure" really is the unexceptional spoils of war. The GM will indicate anything that looks interesting or exceptional separately from the "generic treasure" and let the characters allot it normally or otherwise compete for it.

Besides treasure hording should not be the primary purpose of the player characters for taking part in an adventure or quest in the *Mythic Greece*. They are all sons and daughters of kings and noblemen. Some are even descendants of gods. Money for them should not be an issue. Even if they were playing a non-human character such as a centaur and satyr, forest folks do not need much to live comfortable. Instead, the player characters are adventuring and questing for the sake of honor and glory.

Handle any purchase of equipment by simply exchanging the 'generic treasure' value at the price listed on Tables 6.1 and 6.2, which provides a list of priced accessories and equipment commonly found in the *Mythic Greece*. Some of the items listed often are spoils of war such as the cauldron, jug or sheep. Unless noted otherwise, the items presented in the Tables are made of common mundane material such as copper and clay. In the case of weapons and armor, the material would be bronze. Obviously if an item is of high quality such as a cauldron made of silver or a jug crafted with exquisite designs, the value of the item should be double of the listed price.

TABLE 6.1: Accessories Price

Item	Cost	Wt	Notes	Item	Cost	Wt	Notes
Arrows (20)	4cp	3 lb		Oar	1sp	8 lb	
Backpack	1cp	2 lb	Holds 20 lb	Pants	2cp	3 lb	Unknown for Achaean and Minoan
Basket	1cp	1 lb	Holds 10 lb	Parchment (10)	1gp	1 lb	Papyrus from Egypt
Bedroll	2cp	5 lb	Wool blanket	Pouch, belt	2cp	.5 lb	Holds 1 lb
Boots	1sp	4 lb		Quiver (holds 20)	3cp	.5 lb	Holds arrows/bolts
Bowl	1cp	.5 lb		Robe	5cp	.5 lb	
Brush (writing)	1sp	.5 lb	Or a stylus	Rope	4cp	.5 lb	25'
Cauldron	1gp	10 lb		Sack	2cp	.5 lb	Holds 50 lb
Chisel	1sp	.5 lb		Scabbard	2cp	1 lb	On shoulder
Cloak	2cp	3 lb		Sheep/Goat	4sp		'Generic treasure'
Hood/Hat	3cp	2 lb		Shirt	3cp	2 lb	
Goblet, silver	4gp	2 lb		Tent	1sp	10 lb	
Goblet, gold	10gp	4 lb		Torch	1cp	1 lb	Lights 10' for 1 hr
Jug	5cp	1 lb	Holds 9 lb	Tunic	3cp	1 lb	
Kilt	1cp	1 lb		Waterskin	3cp	1 lb	Weighs 1 lb full
Loincloth	1cp	1 lb		Weapon Belt	4cp	1 lb	
Mirror, small	4gp	2 lb		Whetstone	3cp	.5 lb	

In *Mythic Greece*, the spear is the most common weapon. Most soldiers carried a spear, round shield and helmet (or skullcap). Warriors from wealthy kingdoms wore leather greaves and reinforced leather coat. Nobles and captains carried dirks, short swords that typically had a leaf-shaped double-edged blade and a wooden handle. Minoan nobles and captains carried long swords or even battle-axes. Bows were common in battle but being solely an archer was looked down upon. Nobles and captains wore bronze armor and carried a shield. Really rich individuals wore drenda panoply armor, which is the *Mythic Greece's* equivalent of plate armor. For more information on the typical weapons found in *Mythic Greece* please consult *Mythic Greece: The Age of Heroes.* Table 6.2 provides the cost of weapons, armor and modes transportation commonly found in the *Mythic Greece*.

TABLE 6.2: Weapon and Transportation Price

Weapons	Abbr.	Cost	Wt.	Type/Notes
Battle-axe	(ba)	1gp	7 lb	Minoan cultural weapon
Club	(cl)	1cp	5 lb	
Dagger	(da)	3sp	1 lb	
Dirk	(dk)	7sp	3 lb	Actually a short sword
Handaxe	(ha)	5sp	5 lb	Amazon/Scythian weapon
Javelin	(ja)	3sp	4 lb	
Long bow	(lb)	8sp	3 lb	
Long sword	(ls)	1gp	5 lb	Minoan cultural weapon
Mace	(ma)	6sp	5 lb	
Net	(gn)	7sp	3 lb	
Quarterstaff	(qs)	4cp	4 lb	
Scimitar	(sc)	1gp	4 lb	Phoenician weapon
Short bow	(sb)	6sp	2 lb	
Sling	(sl)	3cp	1 lb	
Spear	(sp)	5cp	5 lb	Most common weapon
Warhammer	(wh)	5sp	5 lb	Barbaric cultural weapon
Whip	(wp)	2sp	3 lb	

Note: In the Age of Heroes, leather cuirass may be worn over Reinforced leather coat. This combination is nearly identical to Chain Armor and should be treated as such with the same maneuvering encumbrance.

Armor	Cost	Wt.	Notes
Shield, Crescent	8cp	8.5 lb	Amazon
Shield, Dyplon	1sp	10 lb	Achaean
Shield, Round	5cp	8.5 lb	
Leather Greaves	2sp	2 lb	Leg or Arm
Bronze Greaves	4sp	3 lb	Leg or Arm
Skullcap	5cp	2 lb	Typically leather
Helmet	4sp	3 lb	
Rein. Leather Coat	8sp	12 lb	Acts as Soft Leather
Cuirass	1gp	14 lb	Acts as Rigid Leather
Breastplate	3gp	20 lb	Acts as Chain Armor
Panoply Armor	30gp	30 lb	Acts as Plate Armor

Transportation	Cost	Notes
Horse, small	3gp	Small native breed
Horse, large	5gp	Imported breed
Pony/Mule	2gp	Small native breed
Ox	1gp	
Dog	5bp	Hunting or Shepherd dog
Boat, Fishing	8gp	Typical fishing boat
Warship	90gp	Typical 50 rower
Wagon	4gp	
Chariot	15gp	Standard Achaean chariot
Chariot, Masterwork	35gp	+10 to Charioteering Skills
Chariot, Metal cab	55gp	+20 to Charioteering Skills

7.0 Wondrous Items

Wondrous magical items exist in *Mythic Greece*, but they are not common. Most magical items are unique crafted by a master craftsman like Daedalus or a god for a specific individual like a king or for a particular purpose like the Golden Fleece. Most magical treasures will be fully integrated into the setting. No one creates magical wands by the dozens to be sold at the local bazaar. Rather, finding a magical item is not simply a question of acquiring treasure; it is a way of taking part in the legends. The magical item could be the object of the quest like the Argonauts and the Golden Fleece. This section expands upon section 17.0 of *Mythic Greece: Age of Heroes* and provides examples of the sort of treasures found in *Mythic Greece*.

7.1.1 General Properties

In *Mythic Greece*, magical items can have bonuses of from +5 to +30:

- Expert craftsmen create +5 to +10 items. These items are most common. A lesser noble might have one item with +5 bonus but no more. Common warriors finding a +5 weapon would be rare and marvelous thing and likely, the handsomest weapon the warrior has ever seen.

- Really amazing craftsmen like Daedalus or minor godly craftsmen create +15 to +20 items. These items are rare. One hero among several might carried one item with a +15 bonus.

- Gods such as Athena or Prometheus create +25 items. These items are typically gifts from the gods to heroes and are very rare.

- Hephaestus creates +30 items. These items are made of gold mystically rendered to be incredibly tough and light, or of adamantine, a grayish magical element which is naturally incredibly tough and light. Typically, only the gods carried these weapons. But there have been circumstances when a god will give a hero a +30 item. Perseus was given Hermes' sword, which was crafted by Hephaestus. Since these items can change the balance of the game to the hero's favor, they are given with restrictions. For example, Perseus after completing his quest, he returned the sword to Hermes. Or the item could have a one-time use.

7.1.2 Properties of Wondrous Armor

Magical armor generally has reduced encumbrance. For example, breastplate armor protects as chain armor but encumbers as if it were Rigid Leather. Achilles' magnificent golden armor crafted by Hephaestus has this property. It protects as Plate Armor but encumbers as chain armor.

7.1.3. Properties of Wondrous Weapons

In *Mythic Greece*, weapons are not crafted to target a specific monster such as *of Slaying* items in Middle Earth and other fantasy settings. Instead, some weapons are crafted, like Perseus' sword, to cut through stone. These weapons are magically enhanced. These weapons are called *of Sharpness*, which translate to add +10 to all MERP critical rolls or add a level of severity to all RM criticals (E becomes F = E + A, separate rolls).

Also, in *Mythic Greece,* gods might "Blessed" an item to grant it additional powers. The blessing can be done either through a priest at the urging of the god or by the god. "Blessed" items are considered equivalent as "Holy" in MERP. The potency of the blessing is determined by which god grants the blessing. Table 7.0 details the potency of the item according to god.

TABLE 7.0: Potency of Blessing by Gods

Blessing Potency of Item	Gods blessing the item
+10 Blessed	Olympian Twelve[2], Pan and Hestia
+5 Blessed	All other gods
Note: Blessed Weapons provides a bonus to all MERP critical rolls or add a level of severity to all RM criticals (E becomes F = E + A, separate rolls).	

7.1.4 Examples of Treasure and Wondrous items

The following are some example of the sort of treasure and wondrous items found in *Mythic Greece*.

- **Arrows of Love**- These are magical golden arrows created by the god Eros (although any god could theoretically create them, as could some sorceress craftsmen). To use the arrow, the firer must name the person to be loved, then fire the arrow into the person destined to fell the love; the flight of the arrow is invisible. If it strikes a victim, the victim will immediately feel an overpowering love for the person named for the arrow. This acts as an 11th level charm spell. The effect is permanent, at least until Arrow of Dispelling is used or recipient of love prove himself a heel.

- **Arrows of Disdain**- These are similar to the Arrows of Love but made of Silver. The tenacious affection from the person for whom the disdain is being felt can eventually erode and eliminated the arrow's effort… although this does not happen very often, since it's very hard to be continually affectionate toward one who intensely dislikes you. This acts as an 11th level suspicion spell. The victim feels disdain and suspicion for the person whose name was whispered over the arrow. The effect is permanent, at least until arrow of dispelling is used or despised character somehow proves himself worthy to the disdaining victim.

- **Arrow of Dispelling**- Eros makes these arrows to dispel any bad effects he might be brining about with his other Arrows, but does not use them very often. Naturally, this arrow can dispel any sort of magical effect, not just of the Arrows; the sure must say aloud what the arrow is for just before he uses it. It acts as a 20th level Dispel True spell.

- **Teeth of the Sown Men**- Each tooth, when sown, will immediately grow into a fully armed and armored warrior with the stats of a typical hero. The sown men are automatically berserk for 20 rounds and attack anything within reach. If the warrior survives, will become intelligent and be a friend of the caster (though not necessarily a servant).

- **Liberation Cup**- These wine cups are handsomely made, and made either of silver or gold. A priest blesses each cup, which are reserved for libations to the gods. The cup if used during liberations to a god will add +10 to all Watcher Intervention Attempts (see section 1.5.2.2 of this Addendum).

- **Wonderous Silk**- Nereids create this thin purple and enchanted silk from sea plants and murexes. It is valued not only for it's color but also for its strength and durability. When used as a robes or tunic, it will protect the wearer as if it is soft leather armor but encumber as no armor.

[2] Olympian Twelve consists of twelve gods who make most of the significant decisions about governing the World. They are Zeus, Hera, Aprhodite, Apollo, Ares, Artemis, Athena, Demeter, Dionysus, Hephaestus, Hermes and Poseidon.

- **Runner's Sandal**- This handsome ox-hide sandal has straps that lace around and up the calves. Anyone wearing the sandals, once per day on command, can increase their base land speed by 30 feet for one hour. A famous example is Theseus founding these magical sandals under the rock along with his father's sword.

- **Aeolus's Wind Bag**- This rather large burlap bag contains 1d4 strong gusts of wind. When opened a strong gust of wind is released for 1d10 minutes. If used onboard a ship, it has enough power to propel a ship in the general direction. The bag can also be used to capture wind and stored it for a later use. It can only store a maximum of 4 winds. Capturing a wind can only be done when the bag is empty and requires a successful Hard Movement and Maneuver.

- **Wondrous Syrinx**- Satyrs, Sileni and Centaurs used this rather looking normal band of cut red reeds tied together to ignite emotion in the desired listener. A syrinx is imbued with *one* of the following spells, usable once per day: Fear, Charm (lust), Forgetting, or Confusion (all at level 3). The affect of the syrinx last for the number of rounds the target was listening. For example, if the target was listening to the music for seven rounds and the user stopped playing, the target would still be affected by the enchantment for another seven rounds. Alternatively, the pipes could give a +10 bonus to Bard spells. Some of the more powerful wonderous syrinx provides a +10 bonus to Bard Spell and is imbued with a magical emotion.

- **Enchanted Talisman**– Etruscans and Minoan craftsmen create these large pendants (sometimes brooches) decorated with precious metals with small gold or silver spheres welded onto a base piece of circular or semi-circular form made from precious material (either gold or silver). Each sphere contains a geometric design or floral image. They are imbued with mystical powers to protect the wearer from harm. This can be in the form of magically adding +10 to DB or +10 to one RR type (Channeling, disease, or poison). Some of the more exotic talismans are created using serpentine material.

- **Pouch of Herbs**- This burlap pouch magically enhances the potency of any herb stored in the pouch for more than a day. The potency of the herb is increased twice as much.

- **Pholus' Jug-** This water stain jug is like the Pouch of Herbs, it enhances the potency of any wine stored in the jug for a three days. The potency of the wine is increased twice as much. Conceivably if an herb is in liquid form, it will magical enhance the potency of the herb as well. This jug is often found in the possession of a jolly Centaur or Satyr.

- **Wonderous Helm-** This golden nicely decorated helm turns the wearer invisible whenever it is put on. It also provides +20 to DB. This is the same helm provided to the hero in the movie, "*Clash of the Titans*".

- **Ashen Spear of Sharpness-** These are magnificent crafted spears made from ashwood which bonus depends on the skill of its maker, ranging from +5 to +20. Someone like Chiron the Centaur would create +20 Ashen Spear of Sharpness.

- **Inos' Scarf** – This delicate sea-green silk scarf, when worn about the waist, shields the wearer from any damage from water. If submerged wearing the scarf the wearer will automatically float to the top at will. This magical scarf will also allow the wearer to breath water similar to a Nereid. However to use the scarf's power, the wearer cannot wear any clothing nor armor.

- **Telos' Necklace –** This seemly normal necklace of shark teeth is magical and provides the wearer with a +3 PP and +10 to all magical resistance.

Additionally magical items can be found among the possessions of Mythic Greece's greatest heroes, which can be found in Heroes of Mythic Greece for MERP.

8.0 Natural Fauna and Fabled Monsters of *Mythic Greece*

Since no world is complete without the inclusion of the fauna and indigenous monsters, a description and stats of the fauna and fabled monsters are presented below. For the sake of convenience, the normal fauna of *Mythic Greece* is kept separate from the more spectacular and fabled monsters It is hope that GM and players will be able to use this section as a source of information for the fauna and fabled monsters that once inhabited *Mythic Greece*.

9.0 Natural Fauna

Today, it is hard to believe that Europe once possess a diverse display of fauna. Four thousand years ago, Europe shared many of the fauna that makes Africa famous today. The fauna of Hellas during the Age of Heroes is full of lions, bison, wolves, bear, monkeys, and seals. At this time, the majority of Hellas and its surrounding lands are still forested and mountainous. The animals described below are a sample of the better-known varieties that existed during the Age of Heroes.

10.0 Mammals

In the Age of Heroes, Hellas possesses numerous exotic animals that are today extinct. Where Asiatic lions once roamed Hellas and the entire Mediterranean basin and Fertile Crescent, they are now restricted to a small part of India. The European bison once roamed the plains of Thrace, much as the American bison did before the slaughters of the Nineteenth Century. Because of Hellas' location in the world, positioned at the junction of the continents of Europe, Asia, and Africa, it sports widely varied animals from all three continents; this is still true today. Numerous small-game mammals inhabit Hellas, such as weasels, stone martens, otters, badgers, and hares.

10.1 *Deer*

Several large-game mammals inhabit the region, and three representatives of the deer family (Cervidae) are found in Hellas. All three types of deer prefer deciduous or mixed forests, or pastured mountains.

10.1.1 Red Deer

The largest deer of Hellas is the Red Deer (*Cervus elaphus*), a close cousin to the Rocky Mountain Elk (*C. e. nelsoni*). Adult males can weigh up to 480 lb. (220 kg) and reach over 8' (2.4 m) in length while standing 5' (1.5 m) at the shoulders. Their coats are reddish-brown in the summer and grayish-brown in the winter. Red deer are known for well-shaped, powerful antlers, which are used as weapons when they are threatened.

10.1.2 Fallow Deer

The middle-sized deer is the Fallow Deer (*Dama dama*). Adult males can weigh up to 185 lb. (84 kg) and stand a little over 3' (91 cm) at the shoulders. The coats of fallow deer are very similar to those of red deer; however, fallow deer differ from red deer in two respects. First, they have white spots that cover their lower torsos and hind legs. Second, their antlers have multiple points where those of red deer have several single points. Besides their graceful and "fairy-tale" appearance, fallow deer have extremely developed senses of hearing and vision. Thus, hunting fallow deer is not easy; hunters who succeed are often looked upon as experts.

10.1.3 Roe Deer

The smallest and most common deer of Hellas is the Roe Deer (*Capreolus capreolus*). They are much smaller than the red deer, with males weighing only 110 lb. (50 kg) and standing only about 2'6" (76 cm) at the shoulder.

10.2 *Wild Boars*

Another game animal is the Wild Boar (*Sus scrofa*). Wild boars can be a nuisance to farmers because just one boar can destroy large areas of crops and vineyards in a matter of hours. Contrary to popular belief, wild boars are social animals. Only exiled male boars or old boars live in solitude. A single pack may number as many as 20 individuals. They have been known to eat anything from roots to small deer! They inhabit deciduous and mixed forests with moors or thick flora undergrowth. These animals are often hunted for sport and pest removal. Hunters often find these evil-tempered beasts dangerous—several of Mythic Greece's best heroes have been slain by wild boars. Individual boars can grow up to 6'6" (2.0 m) long and weigh up to 750 lb. (340 kg). Larger, perhaps supernatural, ones have been known to terrorize whole kingdoms.

10.3 *Wisest (European Bison)*

The Wisest or European Bison (*Bison bonasus*) was considered a dangerous animal in the Age of Heroes. Today it is almost extinct except for individuals living in a few protected areas of Russia and Poland. During the Age of Heroes, the wisest extended its range at least as far south as central Hellas and Thrace. Individuals are more slender and have larger legs than their American cousins; they can reach over 9' (2.7 m) long and can weigh up to a ton (910 kg). Like the American bison (*Bison bison*), they are dark brown in color with short, pointed horns that arch downward. They inhabit deciduous and mixed forests with moist clearings for grazing.

10.4 *Auroch*

Aurochs (*Bos primigenius)* are large wild ox. Today they are extinct but in the Age of Heroes, they ranged from Great Britain to Asia. In height, they were 5’ and half feet (1.7 meters) at the shoulders and over 9’ (2.7 m) long. An auroch can weigh any where from 1,700 to 2,200 lbs (800-1000 kg). The aurochs bull’s coat colour was grey-brown with a small light stripe. The colour of the cow was reddish brown. The aurochs’ horns were pointed forward curving inwards and elongated that extended more than a foot long. They primarily inhabit open woodlands with grassy openings.

10.5 *Dwarf Elephants*

It is one of those unbelievably scenarios but there were Dwarf Elephants living on Crete and the surrounding islands. One type in peculiar lived well into the Age of Heroes. In 1450 BC, a pair of dwarf elephants from Cyclades Islands was presented to the Egyptian pharaoh as a gift. Dwarf Elephant (Elaphus falconeri) appeared as a smaller version of the Asiatic elephant with a bit more body hair. They stood approximately 4 ½’ to 5 ½‘ (160-180 cm) and had tusks. Dwarf Elephants are excellent swimmers.

10.6 *Horses*

Horses in *Mythic Greece* are not very big and are usually not broken to saddle. Horses are trained to pull chariots, not to ride. Horses from the north which, are larger, are trained to ride. Otherwise, in *Mythic Greece*, riding horseback is unknown.

10.7 *Goats*

Of all the herbivores, goats (family Capridae) are the most common in the Age of Heroes.

10.7.1 Wild Goats

All the isles of Hellas are home to the Wild Goat (*Capra aegagrus*). Wild goats are sturdy and muscular in build with sickle-shaped horns. Females also possess horns, although they are smaller than those of the males are. Their average weight is 88 lb. (40 kg). These animals are very adaptive to any environment and are known for their tough stomachs—they can eat almost anything. Normally they are shy of humans, but if threatened, their long horns can gore or bash a foe off a mountain.

10.7.2 Ibex

Another member of the goat family is the Ibex (*Capra ibex*). Bucks have short beards like those of wild goats and possess 3' (91 cm) saber-shaped horns that curve toward the rear. Does also have horns; however, they are only a foot (30 cm) in length. Ibex are much larger than wild goats. They can weigh anywhere from 150–260 lb. (68–120 kg) and measure 5' (1.5 m) long. In color, they are uniformly brown. They inhabit steep, rugged, and rocky slopes where they can demonstrate their amazing feats of leaping. They are also good climbers and reach remote places with ease. Their horns are said to provide marvelous healing powers; some horns, if ground with the proper ingredients (secret, naturally), can protect a person from evil influences.

10.7.3 Chamois

Accompanying the ibex in the mountains is the goat-like animal called Chamois (*Rupicapra rupicapra*). Chamois enjoy the high mountains, only retreating to the wooded valleys during heavy snowfalls. They possess an amazing ability to climb that can only be believed if seen. In size, they are comparable to the wild goat. Both sexes possess small, foot-long (30 cm) horns that extend steeply upward, with the upper third bent back in a hook-like fashion. Like the ibex and the wild goat, they are brown in color and travel in herds.

10.8 *Felines*

10.8.1 Small Felines

In the Age of Heroes, several felines (members of the cat family Felidae) both small and large wander Hellas. The smaller felines include the wildcat (*Felis sylvestris*), the smallest and ancestor of the domestic cat (*Felis domesticus*). The most notable small feline is the Spanish Lynx (*Felis lynx*). Today the lynx in Western Europe is found only in Spain and thus the moniker Spanish lynx. But four thousand years ago, the lynx was found throughout Europe. These lynxes are brownish gray with dark spots and a black-tipped short tail, and can grow to over 3' (91 cm) in length. Like other small felines, Spanish lynxes mainly feed on hares and their relatives, but they have been known to bring down small deer. They are spread throughout Hellas, including the Aegean isles and Crete.

10.8.2 Barbary Lion

The largest felines of Hellas are the lions (*Panthera leo*). Barbary lions are larger than their African and Asiatic cousins. They often grow over 6' (1.8 m) long and can weigh over 550 lb. (250 kg). This Afro-European subspecies is now extinct, but during the Age of Heroes, it was found throughout Hellas, including Crete and some of the larger islands. Lions are considered the only large cats to live in social

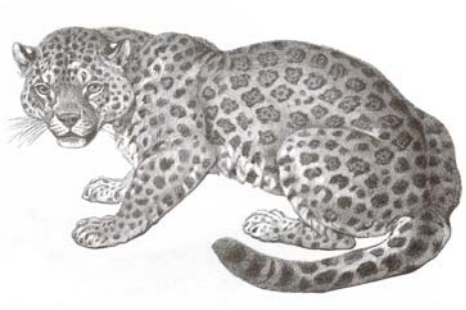
groups, called "prides." A single pride can number thirty members (mostly lionesses), although that is extreme; the normal size of a pride is anywhere from four to twelve members. Gaetulian lion

10.8.2.1 Gaetulian Lion

This feline is a subspecies of the Barbary lion. It is found in Tunsia, in Northern Africa. Like the Barbary lions, it was larger than their southern African and Asiatic cousins. They are comparable in size to the Barbary Lion and is now extinct. But during the Age of Heroes, the Gaetulian Lion was famed for it fericity. It often goes into a berserk like state attacking until it has killed its prey or be killed. When in berserk state the Gaetulian Lion receives +10 to OB but -10 to DB and ignores stuns results.

10.8.3 Anatolian Leopard

In the Age of Heroes, leopards are considered the female counterpart to lions. However, leopards are really a separate species (*Panthera pardus*). Much smaller than lions, leopards are slender and delicate. Adult males reach the average length of 5'6" (1.7 m) and can weigh about 175 lb (79 kg). Despite their relatively small size, leopards are fearsome predators. They hunt at night with stealth and amazing speed, and are adept tree climbers. They enjoy ambushing prey from a high tree branch by leaping onto it. During its leap, a leopard generally targets the neck of its prey, sinking its needle-sharp teeth into it, crushing the spinal cord and thereby killing the prey instantly. Once leopards kill, they generally drag their kills up trees to avoid sharing their meals with scavengers or larger predators.



Leopards have bright tan coats with gray hues and black spots. Some leopards are prone to melanism, a recessive gene that creates an all-black coat; these melanistic leopards are commonly called "black panthers." Unlike lions, leopards are solitary except during the mating season. Leopards are very adaptive to any environment from tropical rain-forest to cold mountains and can be found in any area with reasonable amounts of cover. They range throughout Hellas; they are said to be the favorite pets of Dionysus.

10.9 *Canines*

10.9.1 Gray Wolf

The gray wolf (*Canis lupus*) is found throughout the forests of Europe. They generally live in small packs of five to eight members. In rare cases, packs with twenty members have been reported. Gray wolves have short dark fur and can weigh up to 160 lb. (73 kg). They are very adaptive and can be found all over Hellas. Their diet consists mostly of such larger animals as deer and ibex. Wolves in Mythic Greece have a good reputation, they are perceived as wily and smart animals. Occasionally, wolves have been known to help heroes who are beloved of earth-gods and hunter-gods in distress.

10.9.2 Golden Jackal

Other canines (members of the dog family Canidae) also inhabit Hellas. The most unusual is the Golden Jackal (*Canis aureas*). They look like medium-sized dogs with yellow to pale-gold fur and brown-tipped tails. They are foragers; their diet consists of fruits and small animals. They normally inhabit Asia Minor, particularly the area around Troy. Foxes also inhabit Hellas; they are thought of as being sly and witty animals.

10.10 *Brown Bears*

The Brown Bears (*Ursus arctos*), which, live in Hellas, are smaller than those from other parts of Europe are. Even so, they can reach 6' (1.8 m) high and weigh 600 lb. (270 kg). Despite their name, brown bears can be of any color from cream to black. They are solitary except during mating season. Brown bears inhabit coniferous or mixed forests and tend to remain on the mainland of Hellas. Despite their strong build, brown bears will go out of their way to avoid contact with humans. However, brown bears can be fearsome creatures to encounter, especially during mating season. The worst are females caring for young cubs.

10.11 *Sea Mammals*

The seas around Hellas feature such seafaring mammals as monk seals and common dolphins.

10.11.1 Monk Seals

Monk Seals (*Monachus monachus*) inhabit deserted, sandy inlets throughout Hellas and found in great abundance during the Age of Heroes. They are brown with white spots and can reach 9' (2.7 m) long and weigh 880 lb. (400 kg). They are very shy of humans.

10.11.2 Common Dolphins

The Common Dolphin (*Delphinus delphis*) is not the bottle-nosed dolphin familiar to most Americans. Common dolphins are black with hourglass markings of yellow and gray on their flanks. They have slender beaks and the classic dolphin shape, and can grow up to 6' (1.8 m) long and weigh 175–260 lb. (79–120 kg). Traveling in herds or pods as large as 200 members, common dolphins are known for their beauty and elegance of form while displaying their acrobatics to seafarers. Often they will follow a ship for leagues, leaping in and out of the sea, demonstrating their mastery of the waters. Common dolphins has been known to swim at speeds faster than 36 mph (58 kph), faster than any seafaring ship from the Age of Heroes. A bond supposedly exists between humans and dolphins; tales of dolphins rescuing sailors from drowning have been confirmed as true. More astounding is the fact that dolphins help fishermen fish by driving schools of fish into their nets. Some of the larger dolphins are messengers for the sea gods and can talked and think with human intelligence (see Enhanced Beasts 14.4).

11.0 Reptiles

Hellas is also home to a variety of reptiles. Such lizards as chameleons and geckoes inhabit many of the Aegean islands. Many kinds of reptiles like tortoises and amphibians like frogs and salamanders inhabit the Hellas region. In the sea, loggerhead turtles and sea turtles can also be found. Additionally, Hellas hosts several venomous snakes, such as the Montpelliar snake and the blunt-nose viper. These snakes' venom is rarely fatal, but bites do induce swelling and sickness. A few notable snakes are mentioned below.

11.1 *Nose-Horned Vipers*

Nose-Horned Vipers (*Vipera ammodytes*) are Europe's most venomous vipers (members of the viper family Viperidae). Their venom should generally be considered a fifth-level nerve poison. Fortunately, nose-horned vipers usually provide a warning; when disturbed, they hiss. They range all over Hellas and most of the Cyclades islands, except Crete and its surrounding isles, where they inhabit dry, rocky slopes with little vegetation. Nose-horned vipers have well-defined triangular heads and are gray in color with zigzag designs on their dorsal sides. Adults grow to about 3' (91 cm) long.

11.2 *Ottoman Vipers*

Ottoman Vipers (*Vipera xanthina*) are found in Lydia, Lycia, Caria, parts of Thrace, and on a few eastern Aegean islands off the coast of Asia Minor, such as Rhodes. Their venom is occasionally fatal; it should be treated as a second-level muscle poison (it is actually a neurotoxin). In color, they are brownish and gray with spots running down their dorsal sides. They are active during the night and are found in a variety of habitats, including swamps, open woods, and pastures.

11.3 *Large Whip Snakes*

The Large Whip Snakes (*Coluber jugularis*) are among the largest snakes in Europe, reaching lengths of 8.5' (2.6 m). Stories of them reaching much larger sizes have been told. They tend to have nasty tempers and bite readily. Fortunately, they are not venomous. Large whip snakes inhabit rocky hillsides and vineyards in northern Hellas and on many Aegean islands except Crete. They are slender and a light yellowish color, with their bellies light orange or brown. They feed on small mammals that they kill by constriction.

12.0 Birds

12.1 *Golden and Imperial Eagles*

Due to Hellas' location, it is home to numerous birds of prey. The Golden Eagle (*Aquila chrysaetos*) is found all over Hellas. In appearance, golden eagles are uniformly dark, with golden feathers on the head. Adults reach about 3' (91 cm) in height. They make eyries in mountainous areas. They are said to hunt animals as large as an ibex. Other large birds of prey such as Imperial Eagles (*Aquila heliaca*) are located in northern Hellas, in the Pindus mountain range. Imperial eagles are about the same size as golden eagles; however, they are brown in color.

12.2 *Smaller Birds of Prey*

The smaller birds of prey, such as White-Tailed Eagles (*Haliaetus albicilla*), are located in Thrace and northern Hellas. Hellas is also home to various other smaller birds of prey, such as Lesser Spotted Eagles (*Aquila pomarina*), Bonelli's Eagles (*Hieraaetus fasciatus*), Kites (*Milvus*), and Hawks (*Accipter*). Halycon are brightly colored kingfishers that “live” in the seas. They are a favorite of Posedion, Boreas and Aphrodite.

12.3 *Black Vultures*

Additionally, Hellas houses several vultures. The Black Vulture (*Coragyps atratus*) has the trademark traits of vultures; their long necks are featherless with pinkish skin and bald heads while their bodies are covered with black to brown plumage. Their wingtips are usually white or light-colored compared to the rest of their bodies.

12.4 *Owls*

Furthermore, Hellas has several owls, such as the Small Eared Owl and the Little Owl. Only 8.5" (22 cm) in height, the little owls (*Athene noctua*) are among Europe’s smallest owls. Their upper torsos are dark brown, spotted and barred with white stripes, while their underparts are white. Hellas is also home to Europe's largest owl. Eagle owls (*Bubo bubo*) can reach up to a foot (30 cm) tall and are found throughout Hellas. They roost in rocks or hollow trees. Athena, who keeps a magical pet owl named Bubo, loves owls. Finally, Hellas is home to numerous other birds, including ravens and such game birds as quail.

13.0 Fabled Monsters

In *Mythic Greece*, fabled monsters are most frequently larger-than-normal beasts suffering from some sort of gigantism, usually as the result of divine meddling (including parentage). Another type of fabled monster is the combination of two or more animals rolled into one terrible monster (*i.e.*, a classic *Rolemaster* Composite Monster). The minotaur is an excellent example of such a Composite Monster; it has the body of a fabulously muscled ("ripped") man and the head of a bull (that is, were natural bulls to become carnivorous). A minotaur, especially *the* Minotaur of Crete, is a terrible encounter for any brave hero.

The most confusing aspect of the fabled monsters of *Mythic Greece* is the variety of powers monsters of a particular type can have. For example, a particular cyclops might have six arms instead of the conventional two. A centaur might be a powerful spell-user; a giant bull could be a god in disguise. Greek myths are widely strewn with all sorts of examples of these phenomena. Therefore, in the spirit of those myths, the GM should feel free to give fabled monsters extra powers (or liabilities) or to create slightly different versions of each fabled monster archetype to keep heroes on their toes. Who knows what that goofy satyr harassing the heroes could be? It could be just a drunken, happy-go-lucky satyr, or the god Pan, or a bored magic-user!

14.0 Giant and Enhanced Beasts

14.1 *Aranea* (Enhanced Beast)

Aranea are descendants of the great weaver from Lydia, Arachne. She was turned into a spider by Athena because she boasted one no could weave with such skill and elegance as well as she could. Aranea are monstrous spiders reaching three feet (1 m) in body length. They have retained some human intelligence of their mother, Arachne, and can communicate simple thoughts and commands through their innate telepathic ability. They are intelligent enough to coordinate their attacks. Their telepathic ability also allows them to detect the presence of any being with 50'. They live in small groups cluster around a cave or gully.

14.2 *Boar, Great* (Giant Beast)

These beasts are typically sent by an offended god or goddess to punish a king or queen for (perceived) insults. They are much larger than normal boars 8'-10' (2.4-3.1 m) in length and weighing in around 850-1000lbs (385-425 kg). They have hides thick enough to withstand arrows. Great Boars are omnivorous and spend their time digging up the earth looking for roots like pigs normally do. However, unlike pigs, they possess a nasty temper and will attack anything that approaches. They are so ferocious in combat and determine to gore their opponents with their tusks that they ignore all stun results.

14.3 *Bull, Giant* (Giant Beast *or* Supernatural Entity)

These huge bulls are the sorts usually kept by the gods and into which gods often change shape. Magnificent in appearance and awesome in strength, these bulls are much larger and more alluring than any normal bull. Gods of earth and fertility often send them to heroes or kings as gifts—or punishment.

14.4 *Dolphin, Great* (Enhanced Beast)

To the naked eye (or the ignorant observer), a great dolphin is nothing more than a large dolphin. In actuality, great dolphins are very intelligent and have the power of human speech. They are said to possess great wisdom of the sea. Great dolphins are known for their compassion towards humankind.

Sailors' tales tell of dolphins (*i.e.* great dolphins) rescuing sailors from drowning and carrying them on their fins to land. Legends say that if a sailor in extreme need cries out "*Simo*!" (Greek for "snub-nosed") then a dolphin (*i.e.* great dolphin) will come to his aid. Great dolphins are often seen playing with the Nereids and other sea-gods. They often act as messengers between the Nereids and other inhabitants of the sea.

14.5 *Horse, Diomedeon (*Enhanced Beast)

These man eating horses have strong sleek dark coats and greasy black manes with shining eyes that glimmer in the dark, a trait passed on from their nefarious beginnings. They have sharp teeth like a carnivore and hunt much like wolves do in packs. They often eat beyond the point of saturation. They do not fear man and will attacked if hungry. When hoisted to a chariot it gives the driver an added attack. These beasts love battle and will attack anyone on the field. The owner must always be on their guard when handling them. They must be fed raw flesh daily, or they become hostile and turn on their owners.

14.6 *Horse, Fabled, or Horse of Poseidon* (Enhanced Beast)

Poseidon created these magical steeds long ago. They are known for their beauty, nearly human intelligence, speed, and strength. No one type of great horse exists because their abilities vary individually; the GM must determine the individual traits of each. Most can run across bodies of water or rough terrain with no difficulty, even during full sprint (gallop). On rare occasions, a great horse can talk or be immortal.

14.7 *Lion, Great* (Giant Beast)

These lions are much larger, meaner, and stronger than any normal lion. Great Loin can be up to 11.5 ft (3.5 m) long and weigh up to 700 lbs (320 kg). These lions have protruding ears, tufted tails, faint tiger-like stripes, and ruff mane around their neck. Their night vision and sense of smell is superb. Their *invulnerable* skin is tough enough to repel arrows; it acts as chain armor and makes great lions immune to heat- and cold-based attacks. Rare individuals like the Nemean Lion have skin as tough as plate armor! Fortunately, great lions are solitary creatures except during mating season where two or more can be found together. Typically, they live in caves.

14.8 *Scorpion, Giant* (Giant Beast)

These belong to the class of monsters that the gods typically send to harass heroes. Giant scorpion stingers produce a level-4 nerve poison. They are able to attack multiple inidividuals at the same time which makes them dangerous for groups of heroes.

14.9 *Vulture, Giant* (Giant Beast)

These creatures are large enough to carry off an adult human. Some have proven to be cunning while hunting. They tend to serve persons of ill repute. Due to their vile habits they are immune to poisons and disease.

15.0 Fell Creatures

15.1 *Dactyl*

Dactyls appear as hairless creatures the size of children with gray, leathery skin. Small wings protrude from their backs and their hands end in long, thin fingers which gives them their name (dactyl means fingers). They live away from civilization often in mountians or grottoes deep in the forest. Their lairs are hidden and consist of numerous small tunnels that extend far into the earth. Dactyls possess secret knowledge and are sought by mortals and immortals for their knowledge of metallurgy, healing, and magic. They use their secret to craft tools and fine weapons (+20 bonus) fit for a king. Those who succeed in finding them, must haggle with them. They have no use for gold or money and often requests tasks to be performed for their magical items. They are known by other names such as Curetes, the Cabiri or the Korybantes.

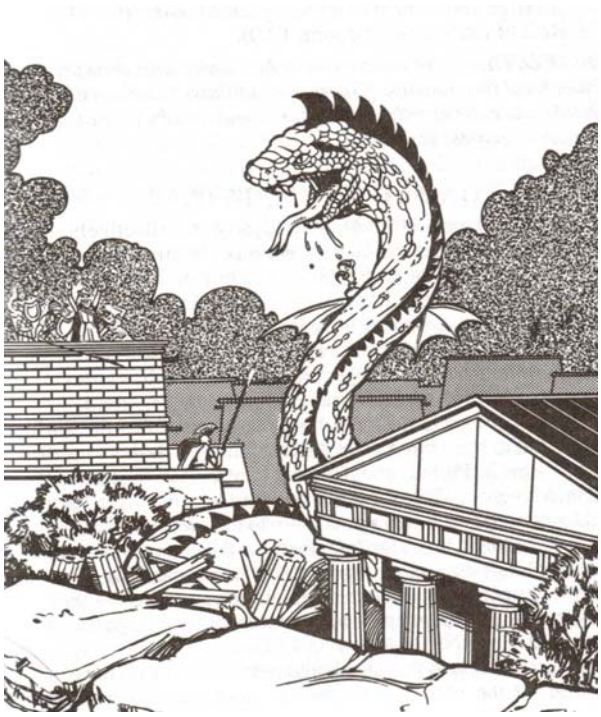
15.2 *Hecatean Hound*

The Hecatean Hounds are sleek, dark, wolf-like dogs with red smoldering eyes that are sent up from the underworld to assist witches or hunt down and devour those who oppose the witch-goddess or gods from the underworld. They are always encountered in groups of three or more. Packs of morethan twenty have been reported. Their fell breathe are poisonous.

15.3 *Hydra* (Fell Creature)

Hydrae are great bulky serpents with three or more heads and usually short legs to supporting their bodies. They usually inhabit swampy or moist areas. Despite their bulky size, they are great swimmers. Hydrae have several special characteristics that make them fearsome monsters. One such characteristic is their venom, which is typically a lethal level 10 poison; RR failures of –50 or more result in instant death. A second noted characteristic is the ability of hydrae to attack numerous targets. Up to four heads may concentrate on a single target; each head receives +10 OB for each additional attack.

A third characteristic is the ability of regeneration. Hydrae's ability to regenerate limbs and heads is remarkable. They ignore all bleeding results. Typically, hidden among the mortal "auxiliary" heads is one "immortal prime" head that supports the rest of the heads and the body. It cannot be stunned and ignores all bleeding results. Destroying the prime head will cause the hydra to perish, but the other heads are able to regenerate once dead or severed. Some hydrae can regenerate *two* more heads (in 2–20 rounds) in place of *one* slain head. Only if the neck wound is cauterized will regeneration stop. Destroying the body will also slay the hydra. Each auxiliary head has 35 hits, the prime head has 65 hits, and the body has 170 hits. (The hit total shown on the table below represents the body and does not include the heads.)



15.4 *Serpent, Great* (Fell Creature)

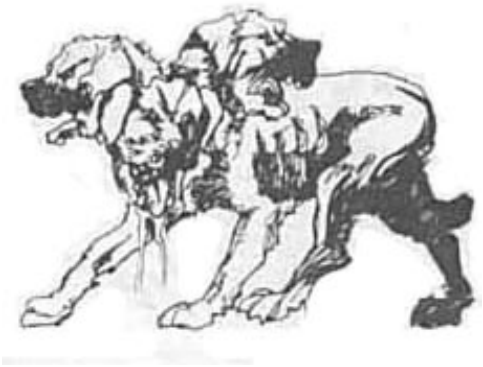
The dragon-kin of Mythic Greece are usually called "great serpents." Typically, great serpents have neither legs nor wings; most are large, bulky serpents. Most have venom;

a few can breathe fire (or another Element). Their personalities range from peaceful to sinister. Some great serpents in favor with the gods can have wings and the power of speech. If a hero dispatches a great serpent in favor with a god, it could result in that god becoming the hero's Hunter. Due to the great serpents' size, all of their extremities can attack more than one target, though each attack beyond the first takes –15 OB per additional attack. Any two adjacent extremities can attack one target. A great serpent can attack with each leg or arm, then with its mouth, tail, or body. Those great serpents without limbs can constrict several man-sized foes at once in an attempt to crush them. A great serpent's potent venom is usually its greatest asset; these usually act as level 10 poisons, injected whenever a critical is scored with the mouth (or sometimes claws or stingers). Those few great serpents that can breathe an Element can spit bolts of that Element (+60 OB, range 200').

16.0 Composite Monsters

16.1 *Cerberus* (Composite Monster *or* Supernatural Entity)

The Cerberus, the archetype, is the beloved immortal dog of Hades who guards the gates to the City of Erebus in the Underworld; the lesser creatures of the same name may in fact be offspring of the archetype. Cerberi appear as very large, black, three-headed dogs with glaring red eyes. *The* Cerberus is immortal; wounds that would normally result in death instead cause him to fall unconscious. (Lesser cerberi are, however, usually mortal.) Cerberi attack with all three heads; their bites inject a poison (typically level 3) whenever any critical is scored. Should a cerberus concentrate its attacks on one target, it receives +10 to OB for each attack forfeited. *The* Cerberus will let any mortal *into* Erebus (the Underworld), but will refuse them exit. Legends say there are ways to convince Cerberus to let a hero out of the Underworld. One way is supposed to be giving Cerberus a treat of honey-cake, which always seems to put him to sleep.



16.2 *Chimera* (Composite Monster)

One of the most bizarre monsters in Mythic Greece, the chimera is a combination of several creatures rolled into one. The archetypal Chimera has the body and head of a great lion, but from the middle of its torso a goat's head protrudes outwards, and the tail, neck, and head of a small dragon protrude from its rear. (Other chimerae might have different animal parts or locations of attachment to the main body.) Despite its bizarre appearance, the chimera is quite swift; flanking or ambushing the monster is virtually impossible. All of its weapons (heads, limbs, and tail) can attack different targets. If it chooses to concentrate attacks on one target, then the creature becomes even more formidable, for each attack receives an additional +20 to OB for each attack forfeited. Each creature part contributes to the individual monster's special abilities. For example, the archetype's dragonhead can spit Firebolts (+60 OB, 100' range) and it confers heat resistance to the entire creature (damage from all heat-based attacks is halved). Its lion components give it strength and highly acute senses of smell and night-sight, while its goat-head makes the whole immune to poisons. Fortunately for heroes, chimerae tend to be solitary creatures living in hilly terrain or volcanoes with hot, dry climates. Once settled in a lair, they immediately go about wasting the surrounding area, and they leave behind a distinctly foul stench of death in the area.

16.3 *Gorgon* (Composite Monster *or* Supernatural Entity)

The three archetypal Gorgons were once beautiful women, priestesses of Aphrodite, before their jealous goddess transformed them into hideous monsters. Most gorgons appear as grotesque women with snakes in place of hair and serpentine *invulnerable* skin that acts as plate armor and renders them immune to heat- and cold-based attacks. Most gorgons have wings and can fly. Though not necessarily evil by nature, they do enjoy turning humans to stone. Their hideous appearance alone causes those viewing them to turn to stone. Anyone caught viewing a gorgon must resist a level 13 magical attack or be turned to stone for an indefinite period (perhaps centuries). Any hero lucky enough to dispatch a gorgon should be careful with the blood; a gorgon blood is magical and highly poisonous.

16.4 *Minotaur* (Composite Monster)

With the head of a large bull and the body of a powerful man, the minotaur combines the savageness of a bull and the cunning of a man. These monsters feed on anything and anyone, and are always on the hunt for food. They are most often found in tunnels, mazes, or sylvan mazes. With their glowing red eyes, they are able to see at night, even in absolute darkness to 5' as if it were day. Furthermore, minotaurs have an innate ability to perceive all sapient beings within 75', which aids them in searching for heroes lost in their mazes.

17.0 Artificial Entities

17.1 *Boubo* (Artificial Entity)

Crafted by Hephaestus, Boubos are clockwork mechanical owls. They are one and half feet tall with a wingspan of four feet. It moves via an intricate series of mechanical gears and windings held together by magic. Capable of telepathic communication, Boubos are messengers from Athena and in rare instances, Hephaestus. Boubos are sometimes given to those she favors. In rare occasions, Hephaestus has been known to provide those he favors a Boubo as well. Boubo are said to be knowledgeable.

17.2 *Bull, Hephaestan* (Artificial Entity)

Created long ago by Hephaestus the smith-god (later known to the Romans as Vulcan) as gifts for kings and heroes, brazen bulls appear to be large, fire-breathing bulls with a metallic bronze hide and hooves. Their hide protects as chain mail armor. Their eyes glow red and their nostrils flare fire. They radiate so much heat that all creatures (with the possible exception of their lawful owners) within 10 feet take an "A" heat critical. They can also spit +30 Firebolts with a range of 30 feet.

17.3 *Man, Bronze* (Artificial Entity)

Another fabled monster created by Hephaestus long ago, bronze men appear as large, living bronze statues of grinning muscular men. Hephaestus uses them in a variety of ways to act as guardians of kingdoms he favors, or to harass heroes who have offended him, or on hunts, or even to help him in his smithy. As they are made of solid bronze, all criticals against them are reduced by one level. They also ignore all bleeding (but see below) and stun results, and are immune to mind-based attacks. Despite their great strengths, they do bear a weakness: bronze men possess a single vein filled with a silvery liquid required for locomotion. This vein runs from the neck to the ankle, where a bronze pin caps the vein. If this pin is removed, then bleeding will result and slow the monster. The bronze man will bleed five hits

per round until its hit score drops below zero, in which case it is rendered motionless. The problem facing heroes who know about the pin is reaching it without being hit!

18.0 Supernatural and Undead Entities

18.1 *Empusa* (Supernatural Entity)

Rare descendants of the goddess Hecate, empusae are the Achaean-era equivalent of vampires. In their natural form, they appear to be beautiful women from the waist up, donkeys from the waist down, wearing brass slippers over their hooves. However, they can swiftly change shape and appear as dogs, cows, or seductive women. In their maiden forms, they seduce men and drain out their victims' vital energies until they die. This attack has the effect of disrupting the bones and tissues of the victim's body so that it appears as if the target fell from a great height. It functions as a level 13 *Disruption* spell. Empusae do have a weakness: They can be driven into retreat merely with insulting words. The trouble is, they are seldom discovered to *be* empusae until too late.

18.2 *Erinnye or Fury* (Supernatural Entity)

The Erinnyes or Furies are the righters of wrongs, not subject to the gods' whims. They have bodies like birds, hair like serpents, wings like bats, and heads, arms, and torsos like those of mortal women. They carry whips and have *invulnerable* skin that acts as plate armor and renders them immune to heat- and cold-based attacks! When they decide that a mortal deserves punishment for some great crime (such as killing relatives or guests), they launch themselves from their homes in Tartarus (in the Underworld) to hound their victim, usually until he goes mad or dies. Sometimes their punishments last only until the Furies are convinced the victim has suffered enough. As they are immortal, defeating them only makes them angrier when they recover and return. Essentially, the only way to get rid of their attentions is to accept their punishment and hope they will listen to eloquent pleas for mercy. Sometimes the pleas of other gods will convince them to leave. As part of their hounding, Furies force guilt on their victims (as the level 3 *Guilt* spell, RR). Also, their constant screams create madness in their victims, who must resist a level 6 spell effect (RR) once per month; if a victim's RR failure is greater than –50, then the victim goes insane. The names of three Erinnyes are known to men: Tisiphone, Megera, and Alecto.

18.3 *Ghost* (Undead Entity)

In Mythic Greece, ghosts come from the unhappy dead, the dwellers of Tartarus. Some remain in the world above, though most are trapped in Tartarus. Normal weapons cannot harm them, yet they still fear injury. Most have drunk from the Rivers Lethe and Cocytus (magical rivers running through the Underworld), so are mourning and amnesiac creatures until they drink blood. The ghost listed on the chart below is based on a typical king. Naturally, the ghosts of great heroes would have statistics that are more appropriate.

18.4 *Maenad* (Supernatural Entity)

Maenads are wild unpredictable nymphs, born with raging emotions that threaten to tear their psyche apart and anyone close by, unless properly controlled. They often follow Dionysus, who savors in their chaotic unpredictable nature. They are attracted to wine (-20 RR to Intoxication) and love to celebrate in excess. Intoxication often leads them to lose control and fly into wild frenzies of debauched revelry, which ends up with Maenads murdering anyone nearby with their bare hands. Unlike other nymphs, Maenads are insanely strong. Their hair is luxurious long hair framing a small and curvy body in dark curls. Their skin complexion is in extremes, either pastey white or obisidan black and their eyes contain a sprinkling of madness in them. Maenads possess an unique ability to intoxicate their human companions (they are attracted to human males) with an *Aura of Intoxication*, which acts similar to a 3rd level charm spell but anyone within 10' suffer a -20 to all maneuvers (OB, MM and DB). Due to their raging emotions, they are immune to mind spells such as Charm and Sleep spells.

18.5 *Sphinx* (Supernatural Entity)

These beings appear as large winged lions with the heads and shoulders of gorgeous women (or handsome men). In Mythic Greece, the Sphinx is the bearer of famine and plague. The Sphinx's mere presence creates a level-4 disease/curse affecting those within 50' of it. The disease spreads rapidly, much like plague, infecting both humans and domesticated animals. Whole kingdoms have been decimated by a sphinx's mere presence. They are extremely cunning and intelligent, with the ability to speak and cast spells. Very arrogant, sphinxes love to test their wits with strangers. One favorite tactic is to lie beside a road posing difficult riddles to those passing by. Those unfortunately unable to answer the riddle successfully, the sphinx devours. However, should anyone best a sphinx in a battle of wits or riddles, the sphinx becomes extremely depressed; it may immediately attack, leave the area, or commit suicide. Sphinx has the ability to shift shape between human form and Sphinx form.

19.0 Flying Monsters

19.1 *Bird, Stymphalian* (Flying Monster)

Stymphalian birds are magical birds the size of cranes with plumage that glitters like bronze metal. These feathers are very hard and heavy; Stymphalian birds drop their feathers in flight on their victims (attacks are resolved as a shortbow). They enjoy human flesh and are savage. They are scared by loud, odd noises; however, they have heard pots banging and shouting before, so those attempts will not work. Originally native to the Stymphalian swamp in central Hellas, they can now be found in the Libyan Desert and other far-off places.

19.2 *Gryphon* (Flying Monster)

Gryphons (griffins) are fierce creatures possessing the wings, head, and forelimbs of a great eagle and the hindquarters of a large lion. They are said to make their homes in caves high in the mountains; numbers of them can be found in Hellas or Africa. These large, fearsome creatures soar the skies in search of prey. Their eagle-like sight enables them to spot objects far beneath them. Once prey is spotted, they swoop down upon it unexpectedly with their six-inch talons. Their favorite meal is horse or any composite creature including horse, such as centaurs and pegasi, which they despise wholeheartedly. Furthermore, their sense of smell is acute, enabling a gryphon to track its prey if necessary.

19.3 *Harpy* (Flying Monster)

Harpies appear as ugly, cruel women with the wings and the lower torsos of a giant vulture. They take great pleasure in tormenting humans; gods sometimes send them to torture humans for their sins. Traveling in twos or threes, they torture their victims by closely watching over them from a distance, like vultures. Whenever, their victims are about to eat, they come swooping down to befoul the food, the victim, his house, and even his guests with excrement and vomit. Should this fail to torture their victims, they will slash their victims with weapons or long hooked talons. However, they tend to cowardice when confronted by heroes. Thus, they can eventually be persuaded to leave a victim alone; all that is required is to capture them, threaten to kill them, or just kill them. Harpies usually nest on remote isles.

19.4 *Pegasus* (Flying Monster)

Pegasus was the name of Bellerophon's famous winged horse, and it became commonly used as the name for the entire

species. Unlike horses, pegasi can see at night as if it were day. Therefore, it is not surprising that they often venture forth during the night. During a full moon, they are particularly active, being attracted to certain "holy" wells and pools where they drink and clean their wings much like birds do. Ironically, pegasi are solitary creatures and only live with their mates in lairs high up near mountaintops. Only during full moons do the pegasi gather in large numbers, where they can select a mate for life during breeding season. Pegasi are very shy. Unlike other horses, Pegasi possess the vision of eagles.

19.5 *Siren* (Flying Monster)

Sirens appear as seductive, mischievous women, though they have the wings and lower torso of a giant hawk. They love to feed on human flesh. Like birds, they travel in flocks to nest on small rocky islands surrounded by treacherous reefs. From the island, sirens sing to passing ships, luring sailors with their magical songs of desire (treat as a level 9 *Luring* spell). Unlucky sailors lured by their magical singing sail to their deaths as they crash on the hazardous reefs. Then, the sirens swoop down to feed on the poor sailors' remains. Their songs of desire create immense, insatiable longing and desire for the singer. However, for the songs to work, the sailors must be able to hear the singing. Should a sailor resist their song, sirens become very depressed and may attempt suicide by leaping onto the reefs below.

20.0 Giant Races

20.1 *Cyclops* (Giant Race)

A Cyclops and a Giant

A noted sage snidely reproves, "So, you think you know what a cyclops looks like? *Fuggeddaboutit*!" In Mythic Greece, several varieties of the one-eye giants can be found. Some cyclopes have multiple heads or pairs of arms. Some live, as primitive herdsmen while others are highly skilled masons or smiths. Some of the latter can often be seen working with gods like Hephaestus to produce magical items of great beauty and worth. The temperaments of the crafting cyclopes are usually peaceful and friendly. In contrast, while the herding cyclopes do prefer to live in tidy, well-kept caves well stocked with cheeses, meats, and jars of honey, they are associated with brutish temperament; some are said to feed on the flesh of humans. Therefore, like those of humans, the temperaments of cyclopes vary considerably.

Typically, cyclopes found living together will have similar characteristics. For example, cyclopes living on the same island will tend to have the same number of hands. (The cyclopes listed in the table below are of the common, archetypal variety with one eye, one head, and two arms.) In general, cyclopes live away from civilized areas of the world.

In combat, cyclopes are fierce. When using such weapons as tree trunks (treat as clubs) or spears they do double damage. The highly skilled cyclopes will use more sophisticated weapons than will their primitive brothers (*e.g.*, bows, javelins, slings, and swords). All cyclopes can pick up huge boulders to be thrown up to 200' range, using the longbow chart at double damage. Those cyclopes with more than one pair of arms will be able to attack multiple opponents simultaneously. A suggested rule is that for each additional pair of arms the cyclopes obtains one additional attack (at–20 OB).

20.2 *Giant* (Giant Race)

In Mythic Greece, giants usually appear as humans from the waist up and giant serpents from the waist down. Although some giants of stupendous size and strength can battle gods, heroes will generally

encounter their smaller cousins, who are imposing enough. They can be found living on isolated islands or in distant lands away from civilization. They are never found in great numbers. Individually, giants can be peaceful or savage, intelligent or brutish, sophisticated or primitive. Their strength in combat is tremendous. Often they have challenged the gods for control of the world. When using weapons, giants do triple damage. All giants who have such are also able to use their serpent tails to bash foes. They are able to throw boulders up to 300' range (missile attack table, double damage).

Giants are descendants of Gaia, the ancient, original goddess of the earth. (Gaia was mother of the Titans, hence grandmother of the Olympians.) Some giants are closely attuned to Elemental Earth and are able to cast spells from the Earth and Fertility spell-list groups. For example, the giant Antaeus, a local king of Libya, has magical regeneration powers whenever touching the earth. All giants' magical powers, if any, are associated with Earth; the GM must determine individual magical powers. Most giants resent the gods; they feel they have been deprived of their rightful position as lords of the world. Many giants perished in their last revolt against the gods several years ago; therefore, giants do not worship the gods.

21.0 Natural Fauna of *Mythic Greece*

Name	Lvl	Size	MM	Hits	AT	DB	Shld	Melee OB	Notes
Auroch	4	L	20	190	SL	30	N	60LBa 50LHo	Large ox
Bear, Brown	4	L	20	160	SL	30	N	65/LGr 80/LCl	
Bear, Brown, Cub	1		20	34	RL	20	N	55/MGr	
Boar	3	L	30	110	SL	40	N	55/LHo	
Bull	4	L	20	160	No	20	N	60LHo/55LBa	
Cat, Wild	2	S	40	20	No	50	N	35MCl/40SBi	Lynx and other wild cats
Chamois	2	M	40	55	No	35	N	40MHo/50MBa	Goat; adept at climbing
Deer, Red	3	L	30	90	No	25	N	50LHo/40MBa	Only males get antlers
Deer, Roe	2	M	35	70	No	30	N	40MHo/30MBa	
Dog, Large	3	L	30	70	No	25	N	70LBi	
Dog, Medium	2	M	30	50	No	25	N	50MBi	
Dog, Small	1	S	30	30	No	20	N	40SBi	
Dwarf Elephant	4	L	20	160	SL	25	N	55/LTu/60Mba	Found on Islands
Eagle, Golden	4	M	30	50	No	30	N	50MCl/35SPi	
Horse, Large	3	L	30	110	No	30	N	45LBa	Foreign horse
Horse, Small	2	M	30	90	No	30	N	30MBa	Domesticated horse
Ibex	3	L	25	105	No	25	N	60LBa/40LHo	Large goat
Large Whip Snake	3	M	25	35	No	30	N	45SBi	
Leopard	4	M	30	100	No	40	N	40MCl/80MBa	Adept climber; Ambush +10
Lion, Barbary	6	L	25	140	SL	20	N	85LCl/90LBi	Roar acts as 2nd lvl fear
Lion, Gaetulian	5	L	20	130	SL	20	N	80LCL/85LBi	Berserk
Viper	1	S	20	5	No	30	N	35SSt	Venom with A crit or better
Wolf, Gray	3	M	15	95	No	30	N	65LBi	Hunts in packs; smell

21.1 *Human Encounters of Mythic Greece*

Name	Lvl	MM	Hits	AT	DB	Shld	Melee OB	Notes
Animist	3	5	45	SL	20	N	54we/32we	Typical Priest, may have spells
Animist	6	10	65	SL	25	N	70we/45we	High Priest, may have spells
Bandit	1	5	21	No	15	Y	30we/15bw	
Bandit	3	5	49	SL	20	Y	54we/45bw	
Bandit, leader	5	10	85	RL	30	Y	80we/68we	
Bandit, leader	8	20	95	RL	40	Y	107we/85we	May be a Hero
Centaur	5	30	80	No	30	N	80we/50we	Can use 50Lba for additional attack
Dryad	4	20	50	No	30	N	54we/20bw	Magic, shift-change
King	5	20	60	CH	30	Y	80we/30we	
Hero	10	25	100	CH	30	Y	130we/55we	Typical Greater Hero
god, minor	N/A	35	500	No	25	N	150we/160we	Magical equipment, spells
Traveler	2	15	52	No	10	N	44we/32bw	Typical merchants or diplomat
Traveler	4	15	62	No	10	N	64we/53bw	
Satyr	6	20	60	No	30	N	60we/55bw	Can use 40ba for additional attack
Warrior	1	10	20	RL	30	Y	30we/20we	
Water Nymph	4	20	50	No	30	N	54MGr/20bw	Magic, shift-change

22.0 Fabled Monsters of Mythic Greece

Name	Lvl	Size	MM	Hits	AT	DB	Shld	Melee OB	Notes
Aranea	5	M	20	90	SL	35	N	55HPI/ 35MCL	Large telepathic Spiders, some have poison
Bear, Cave	12	L	25	190	RL	30	N	105LGr/85LCl	L-crit.
Bird, Stymphalian	10	M	40	50	CH	30	N	70bw/50MCl	Flees at strange sounds.
Boar, Great	8	L	20	190	RL	20	N	85HHo/60/LBa	Unpredictable, ill tempered.
Bull, Hephaestan	6	L	20	170	CH	10	N	50LHo/60/LBa	50 fire bolt, fire
Bull, Giant	9	L	20	230	No	0	N	90LHo/75LBa	L-crit.
Cerberus	10	L	40	200	CH	30	N	80HBi(x3)	Immortal, immune to poison, tamper with honey cakes.
Chimera	12	L	25	200	RL	30	N	90LCl/90LBi/ 90LHo/60fb	L-crit, Firebolt, no ambush, all heat attacks ½ damage.
Cyclops (herder)	12	L	5	200	SL	10	N	90LBa/75LCl	H-crit, 2x damage.
Cyclops (smith)	15	L	10	230	CH	30	Y	120we/90LBa	H-crit, 2x damage.
Dolphin, Great	9	L	35	140	SL	40	N	85LBa	Playful, intelligent.
Empusa	14	M	25	110	RL	20	N	80we/70LCl	Special attacks, fly, shape-change, ignores stun results, spells, afraid of insults.
Erinnye	12	M	10	100	PL	30	N	110whip/80LBa	Immortal, invoke guilt and madness.
Ghost	6		15	90	No	20	N	60MCl	L-crit, stats for typical king, only magical weapons harm, fear spell.
Giant	15	H	10	250	RL	20	N	130we/100LBa	H-crit, 3x damage.
Gorgon	15	M	10	100	PL	10	N	30SCl	Turns foe into stone, may use weapon.
Gryphon	8	L	40	130	SL	30	N	90LCl/60LBa	Hates horses.
Harpy	6	M	10	75	No	10	N	50we/50MCl	
Horse, Fabled	5	L	40	140	No	30	N	60MBa	Abilities vary.
Hydra	20	H	25	170	PL	40	N	110HBa/ 70LBi(x3 or more)	H-crit, regeneration, poison.
Lion, Great	10	L	30	200	CH	25	N	100LCl/105LBi	L-crit.
Maenads	4	M	20	50	No	20	N	60LBa/40MCl	Invoke intoxication, berserk, may possess clubs or daggers.
Man, Bronze	12	L	15	200	PL	25	N	110we/70ro	L-crit. Hand strike as mace, no stun or bleeding, all crits sustain –1.
Minotaur	10	L	20	180	No	35	N	110we/ 90HHo	L-crit, ignores stuns, immune to poison, Nightvision, uses attle-axe.
Pegasus	6	L	40	110	No	35	N	60LBa/55MHo	Fly.
Scorpion, Giant	6	M	20	90	CH	40	N	70LPi*2/80LSt	Poison with crit.
Serpent, Great	20	H	35	275	CH	30	N	100HBi/120HGr	H-crit.
Siren	9	M	5	70	No	20	N	50we/60LCl	Charm spell, fly.
Snake, Giant	8	L	20	100	No	40	N	70MBi/40MCr	
Sphinx	12	L	20	180	RL	60	N	110LCl/90HBa	Spells, fly, shift shape.
Vulture, Giant	8	L	20	130	No	20	N	80LCl/70LBi	Immune to poison and disease

23. The Gods Themselves

"Most Greek gods are no match for great human heroes, but because they cannot die, they will always return to harass player characters."

23. 1 Foreword

This article is an addendum for *Mythic Greece: The Age of Heroes,* a Rolemaster campaign based on Greek Mythology during the Bronze Age. While the campaign is by far the best role-playing campaign written on Greek Mythology, it lacks comprehensive individual stats for one of the more interesting aspects of Greek Mythology, the Greek gods. Perhaps most intriguing is that the gods possess great powers and responsibilities but frequently act in childish or hedonistic ways. The gods are controlled by their emotions and often intervene, without permission and for their own amusement into the lives of mortals. In *Mythic Greece: The Age of Heroes,* gods play an intricate role-playing function; they act as Watchers, personal saviors, and Hunters, nemeses. This addendum fleshes out the god's powers and provides individual stats. While it does not contain individual stats for all the gods mentioned in the Rolemaster Campaign and in Greek Mythology (there are far too many to enumerate!), it does provide stats for the most popular and interesting Greek gods such as Pan, god of shepherds and Hecate, the goddess of the underworld.

The first part of this addendum expands the description of the Greek god's innate powers. The second part provides individual statistics for some of the better-known gods. While these two sections do provide a brief description of the gods' characteristics and personalities, *Mythic Greece: The Age of Heroes* contains detailed information on the gods' histories, personalities, appearances, and specialties (refer to section 12.5 in the campaign book). This addendum is primarily concerned with the god's powers and stats.

23. 2 Introduction

Most Greek gods are no match for great human heroes. For example, Heracles and Diomedes have defeated gods in single combat on a number of occasions and other mortals have defeated gods in tests of skills such as music and crafts, proving that gods are far from being omnipotent.

What gods do have going for them is their immortality and magical abilities. Because the gods cannot die, they will always return to harass player characters. Gods also have magical abilities, which allow them to move effortlessly across great distances, grant player characters special powers, and perceive events anywhere on the world. In addition, Greek gods possess an immense array of magical skills and spells, which makes them either a great watcher or a traitorous hunter.

It should be noted (from section *Mythic Greece: Age of Heroes,* 15.1.1) that "a god's spells do not work (he cannot cast them) if he is hurt". This occurs whenever he has taken 10 or more hits or any critical strike that does more than stun. This does not apply to spells (or abilities) that require no power points.

23.3 Description of Powers

The following sections provide descriptions of magical abilities for average Greek god. Some gods, such as river gods will have few abilities, while others, like Zeus, will have more. If you don't like some ability given to the gods or you want to provide a god with additional powers not listed, change these abilities to accommodate your campaign.

The gods have a variety of powers available to them. The powers are divided into two types: godly powers and godly spells. Godly powers are basic innate powers that the god possesses. The latter, godly spells, differ from godly powers in two significant ways: Godly spells do not function if the god is injured (as described above), and second, godly spells require 10 power points.

Godly Powers

Below are godly powers that a basic god possesses. The Game Master may decide to add or delete powers depending on the god's level of power. Some gods described later in the addendum may have additional godly powers, which are specific to their sphere of influence, in addition to those listed below.

- **Life Support** - It's not that the gods don't breathe, it's that they can safely breathe any atmosphere. The sole exception is an atmosphere, gas or chemical, *meant to be an attack*. Gods are immune to vacuums, pressure (so they can function at great ocean depths), radiation, extreme heat or cold, diseases, and age.

- **Regeneration** - This power is straightforward: gods heal at ten times the normal rate of humans due to the ichor that serves as their blood. Ichor is what gives the gods their powers. This also includes the recovery of power points at ten times the normal rate.

- **Languages** - Gods speak all languages.

- **Apt Magic-Use -** Unless stated otherwise, gods can use a number of spells in the same round. However, the sum of the spells involved may not exceed the gods' level. For example, a 50th lvl god could simultaneously cast five 10th level spells or ten 5th level spells in the same round. This does not apply to Godly spells; only one can be cast per round, nor can gods cast spells in conjunction with Godly spells during a single round.

Godly Spells

Unlike normal spells, Godly spells are part of the god's innate ability and therefore have certain properties that increase the god's overall powers. Godly spells require no preparations and cannot fail. In addition, godly spells can simultaneously concentrate on a number of targets whose total levels do not exceed his own. For purposes of spell resistance, all godly spells are treated as Channeling spells and are equal to the god's level (i.e., a 50th level god will have 50th level godly spells).

Godly spells will not function if the god is injured (as described above). The god cannot cast godly spells again until he is healed. Godly spells require 10 power points.

Listed below are the godly spells of an average god. A GM should modify the godly spells depending on the god’s strength.

- **Clairsentience** - Gods can perceive events anywhere on the world; they have full senses of sight, hearing, and smell wherever they choose to direct those senses. This power, like many of the spells to be described later, does not function when the god is injured or imprisoned. Magic, or the protection of another god, can also limit this power. For example, Hera could not penetrate Zeus' location or disguise when he carried off the beautiful maiden, Europa.

- **Shift shape** - Gods can shift into any sort of animal, monster or specific person and can emulate the natural abilities of the shape being assumed. For example, a god turning into a bird will acquire wings and the ability to talk to birds. Gods can improve on nature, and take

on abilities up to twice as powerful as the normal creature's abilities. The gods can also become much larger or smaller if they please. An injured god cannot shape shift, but a god who has changed his shape and is then wounded will stay in his current shape. GMs may choose to modify this spell.

- **Boon** - With this power, the gods can grant a hero one special statistic or immortality power. A list can be found in section 1.3 of *Mythic Greece, The Age of Heroes*. A GM might decide to regulate this power by only granting one godly power to a hero or a GM might want to select the special powers from the list provided in section 1.3.3 Spell Powers.

- **Transform Others** - Gods are notorious for turning offending humans into inanimate objects, insects, plants, birds, etc. This is not a combat-effective power, as it takes a full minute to cast, but this power is quite effective when used for punishing transgressors.

- **Creation** - Gods can summon monsters as they choose, and can create all-new species of animals and monsters. This is best represented as a Summon spell. The basic god can only create animals whose level is one fourth of the god's level. For example, Pan would only be able to create a seventh level wolf. The GM might want to reduce the creatureís level if any abnormal powers are added to the animal. E.g., a 40th level god can create a 10th level bull or a 5th level bull that can breathe fire.

- **Guide and Deflection** - Gods can temporally improve or deflect the aim of a mortal's weapon (±50 OB).

- **Ignite Emotions** - Gods can affect the emotions of mortals by filling them with anger, lust, jealousy, calmness, disdain, etc. But this power does not let them issue specific commands, and use of this power often goes awry. For example, a god might infect a nymph with desire, only to see a comely satyr wander across her field of vision before the god can approach her. Or, the god might strike a king with rage just before he is to meet someone the god wants him to attack only to have someone else walk in on the king first. Such events can lead to unwanted and inexplicable wars and disaster, so gods *should* be careful when using this power.

- **Step from Place to Place** - The gods can move effortlessly between places, but usually have to do so in steps of several hundred miles at a time. The special effects of this power often involve whirlwinds whisking the gods away, or the gods growing pale and misty, then stepping from land to land. This godly spell requires 20 power points.

- **Heal at Distance** - Gods use this power to help critically injured heroes, and also to heal one another (yes, they have regenerative powers, but regeneration plus a healing spell means they feel better faster). This power is invisible to the eye, so heroes often donít notice that they are healing until the healing process is almost complete. This power works in conjunction with the healing spells available to gods. In other words, a god without any Blood clotting spells cannot prevent a hero from dying of bleeding.

- **Conceal things in Darkness** - Gods use this power to make getaways, to enable their favorite mortals to make getaways, or to conceal their activities. The standard special effect is a field of fog suddenly descending over the area. This power is of limited utility against other gods. But a quick-moving god can use this power to have a hero whisk a wounded favorite off to safety before another god can figure out what happened. This is useful when one god wants to save a mortal form the deadly intentions of another god.

Loose Ends

This section covers some ambiguities on game mechanics for the gods listed in the following section. The gods listed are of such power that they possess all the godly powers and godly spells listed in the above sections. Some will have additional godly powers.

- **Spell Resistance** - A god's power is not derived from experience but from the amount of pure ichor they have flowing through their veins. However, for purposes of spell resistance, take the level listed, which represents the god's overall power.

- **Other Godly Powers** - These are additional godly powers that the god possesses. Often they are tied to the gods' sphere of influence (e.g., a sea god will have the power to control and move water).

- **Offensive Bonus (OB)** - The OB listed does not include their weapons' bonuses.

- **Defensive Bonus (DB)** - The DB listed is for normal everyday encounters. Obviously, if the gods are at war, they will be wearing battle gear.

- **Items** - The listed items represent clothing or instruments that a god would typically be carrying on any given day. Logic, imagination, and research were used in creating items. If the game master feels that an item is inappropriate or should have additional powers, free feel to change things.

- **Sharpness** - Any item of Sharpness can cut through stone. It modifies MERP criticals by +10 and increases RM criticals by one severity.

The Gods

Since *Mythic Greece: The Age of Heroes* never provided individual stats for the gods, this section provides stats for the better-known gods. For a more detailed description of the god's histories, personalities, appearances, and specialties refer to *Mythic Greece: The Age of Heroes,* section 12.5.

Athena –Patron of Strategy, Crafts and Shipbuilding

Athena is noted for her brilliance, especially in two areas: on the battlefield, where she is the best strategist and tactician of the gods, and in creative skills and crafts, where she is a master of pottery, weaving, shipbuilding, and horse-training. She is prudent, wise and peace-loving; she is always striving for a peaceful settlement and a return to creativity. In appearance, she is a statuesque woman of great beauty who wears a helmet and carries a shield, and spear. She is a virgin and has no lovers. She dislikes Ares and has a friendly rivalry with Hephaestus in many crafts.

Level:	70	**Home:**	Battlefields, Athens, Mt olympus	**Sphere of Influence:**	Craft, War
Hits:	500	**AT/DB:**	Ch/75	**Shield**	Y
Melee OB:	175 sp	**Missile OB:**	175 sp	**MM:**	35

- **Stats**: ST 120, CO 100, AG 100, IT 100, IG 102, PR 120, AP 120.

- **Skills**: Ambush 15, Acrobatic 100, Administration 110, Animal Handling (horses) 150, Animal Handling 100, Appraisal 70, Architecture 90, Boxing 175, Carpentry 100, Charioteer (Riding) 170, Chemistry 70, Crafts (all) 100, Cookery 70, Diagnostics 55, Disarm Traps 100, Diplomacy 120, First Aid 70, Foraging 80, Engineering 100, Leather Working 100, Military Organization 100, Machination 60, Swimming 130 , Stalk & Hide 70 , Perception 120, Pottery 100, Physics 60, Philosophy 70, Gambling 35, Public Speaking 100, Smithing 120, Mathematics 80, Military Tactics 120, Siege Engineering 100, Surgery 75, Sailing 80, Signaling 75, Shipbuilding 100, Star-Gazing 70, Stone-Craving 75, Trickery 75, Track 105, Trap Building 90, Trading 70, Tumbling 120, Wrestling 175, Weather-Watching 70, Monster Lore 80, Military History Lore 120, World Geography 100.

- **Spells**: PP 280. Base Spells 50, Directed Spells 120. Knows Spell Defense 50, Detection Mastery 30, Light's Way 11, Concussion's Ways 30, Nature's Law 7, Blood Law 50, Bone Law 50, Organ Law 50, Muscle Law 50, Nerve Law 50, Creations 50, Channel 15, Summons 30, Sound Ways 30, Inner Walls 10, Life Mastery 50, Protections 50 (blesses only), Surface Ways 50, Nature's Movement 10, Nature's Protection 50, Disease 15, Curses 25, Way of the Voice 30, Holy Vision 50 (except god is giving, not receiving, answers). Also knows the following Essence Spell lists, Essence's Perceptions 25, Physical Enhancement 15 (does not cost the god Power Points), 10, Living Change 20, Spirit Mastery 6, Lofty Bridge 13 (no Fly spells), Spell Enhancement 50, Shield Mastery 30, Guises 14, Physical Erosion 20, Mind Destruction 20, and all Alchemist Base Spell List 30. And knows, Attack Avoidance 30, Future Visions 25 (except god is granting, not receiving, visions, and dreams), Controlling Songs 10, Mind Death 15, Mind Disease 15, Mind Speech 15, Confusing Ways 15, Item Lore 30.

- **Other Godly Powers**: *Weapon Mastery*: Athena is a master of weaponry. To her, all weapons are similar. Additionally attacks against her rear are treated as flank attacks, while those against

her flanks yield no bonus for the attacking foe. *Master Craftswoman:* Athena is an incredible craftswoman. All crafts activities take only one fifth of the normal time necessary to construct the object. Her skill is such that objects created by her carries a +25 bonus.

Principal Items

Aegis/Gorgonion - A fabulous shield blessed by Athena, made from an indestructible material and enchanted to +30 DB and protects the bearer from magical attacks +30 to all Channeling and Essense RR. It is silver in appearance and weighs only half the weight of a normal shield. Its inner wall can be used as a mirror. The face of Medusa is merged onto the cover of the shield, granting it even greater powers. A cloak made of goatskin normally covers the front of the shield. When revealed, those viewing the encrusted Medusa must make a 20th Fear Spell RR. Those failing by more than 75 will die of a heart attack, those failing by 50-74 will become stunned with fear for 1ñ30 rounds, those failing by 25-49 will flee in panic, and those failing by 1-24 will become filled with fear, all actions are at -25.

Spear of Sharpness - A magnificent spear decorated with gold and silver vines running up the shaft sprouting leaves. Crafted by Athena, this spear is of Sharpness and is enchanted to +25. It possesses the following powers: an additional Impact critical to all critical strikes of equal severity; it has thrice the normal range and when cast it returns to the user.

Harpe – is the name of her bright silver curved sword with +25 to OB. It is magical and *of Sharpness*.

Helm of Athena - This magical helmet was crafted by Athena and provides +25 to DB. It provides the following powers. It negates 30% of all head criticals and is made in such a way that it does not inhibit the range of sight of the wielder. In addition, it provides the wearer with a continuous Aura spell and the wearer is immune to all fear effects.

Achaean Robes with Breast Plate - The robe, which is made from the wonderous silk, was woven by Athena. It protects as if it were Chain Armor but encumbers as nothing. It provides +25 to DB.

Palladiums - These stone statues provide protection and security for cities and temples that worship her. They come in various shapes and sizes. The majority are representations of Athena. Most contain no magical powers and were made with the sole purpose of inspiring the inhabitants of the besieged city to fight harder. A few are magically endowed. The powers vary but can be any defensive enchantment from making the walls stronger to providing the city defenders with +5 to +10 to DB.

Aphrodite – Patroness of Beauty, Love and Passion

Aphrodite represents the allurement of beauty, love, as well as passion. Aphrodite is the wife of Hephaestus, though she has bedded numerous other gods, including Ares and Hermes. She is a woman of astonishing beauty. She is ivory-skinned, golden-haired, and perfectly formed. She wears an Achaean robe decorated with a girdle, upon which are embroidered various magical symbols.

Level:	65	**Home:**	Cyprus, Cythera, Mt Olympus	**Sphere of Influence:**	Enlighten
Hits:	500	**AT/DB:**	Sl/55	**Shield**	N
Melee OB:	-- --	**Missile OB:**	-- --	**MM:**	35

- **Stats**: ST 75, CO 105, AG 100, IT 100, IG 90, PR 120, AP 120.
- **Skills**: Acrobatic 100, Acting 120, Administration 20, Animal Handling 50, Appraisal 60, Climbing 90, Charioteer (Riding) 100, Cookery 75, First Aid 55, Dance 150, Foraging 60, Lie Perception 60, Diagnostic 55, Music 70, Leather Working 50, Philosophy 45, Swimming 140 ,

Stalk & Hide 100 , Perception 80, Gambling 50 , Public Speaking 100, Sailing 100, Singing 140, Seduction 160, Bard craft 150, Trickery 125, Track 55, Tumbling 120, Wrestling 110, Herb Lore 50, Geography 70.

- **Spells**: PP 260. Base Spells 70, Directed Spells 160. Knows Spell Defense 50, Detection Mastery 30, Light's Way 11, Concussion's Ways 30, Nature's Law 50, Plant Mastery 50, Animal Mastery 50, Barrier Law 15, Locating Ways 15, Herb Master 10, Blood Law 50, Bone Law 50, Organ Law 50, Muscle Law 50, Nerve Law 50, Creations 50, Channel 15, Summons 30, Sound Ways 30, Life Mastery 50, Protections 20 (blesses only), Surface Ways 50, Nature's Movement 10, Nature's Protection 50, Disease15, Curses 20, Way of the Voice 10, Holy Vision 50 (except god is giving, not receiving, answers). Also knows the following Essence Spell lists, Essence's Perceptions 25, Physical Enhancement 15 (goes not cost the god Power Points), 10, Living Change 20, Spirit Mastery 25, Lofty Bridge 13 (no Fly spells), Spell Enhancement 50, Shield Mastery 20, Guises 14, Enchanting Ways 10, Essence Imbedding 10, Physical Erosion 25, Mind Destruction 20, Mentalism Channeling Imbedding 10. And knows, Future Visions 25 (except god is granting, not receiving, visions, and dreams), Controlling Songs 50, Mind Death 15, Mind Disease 20, Confusing Ways 20.

- **Other Godly Powers**: *Charm*: Aphrodite possesses an innate power to instill desire, passion, desire or love and can also infect the opposite emotion in any person she sees. But this power does not let her issue specific commands, and use of this power often goes awry. Aphrodite might infect a satyr with desire, only to see a comely nymph wander across her field of vision before intended recipient can approach her or instill loathe or disgust on a king only to have his daughter come visit him; such events can lead to unwanted and inexplicable wars and disaster, so Aphrodite tends to be careful when using this power although less careful than other gods. This power functions as a 20th lvl spell. *Power Efficiency:* When casting any spell, she expends only half the normal number of power points.

Principal Items

Golden Girdle/Cestus – The girdle carries the full power of Aphrodite's allure, charm irresistable attraction. The girdle has the power to cause viewers to fall in love or be charmed with its wearer (i.e., her); it acts as a 20th lvl charm spell. It also grants the wearer immunity from all mind-influencing spells.

Aphrodite's Robes - This robe can change at will to any design, color, shape or material for any occasion. In doing so, the robe often enhances the wearer's attractiveness; add +30 to Seduction. It also protects the wearer from elemental attacks and acts as Soft Leather but encumbers as nothing.

Apollo – Patron of Healing

Apollo is a peculiar god. He is a patron of healing and yet brings peaceful death to young men with his bow-shots. He urges mankind to practice moderation and self-restraint and yet he is as randy and hedonistic as any male god in Olympus. Apollo is noted for his loftiness and self-centered personality but occasionally can be very generous. He is a master of bow and loves to hunt. He is a noteworthy musician, and associated with the Muses. Apollo is the physical ideal of beautiful young men. He is a beardless

youthful looking god with delicate features and thick blonde hair. He rarely wears clothes. His parents are Zeus and Leto, a goddess of darkness and nature.

Level:	70	**Home:**	Delos, Delphi, Mt Olypmus	**Sphere of Influence:**	Enlighten
Hits:	500	**AT/DB:**	No/50	**Shield**	N
Melee OB:	150 sw	**Missile OB:**	190 bw	**MM:**	60

- **Stats**: ST 105, CO 110, AG 105, IT 100, IG 90, PR 110, AP 105.

- **Skills**: Acrobatic 120, Administration 100, Animal Handling 110, Ambush 30, Acting 100, Appraisal 60, Architecture 80, Astronomy 80, Athletic Games 70, Cookery 60, Diplomacy 75, First Aid 120, Boxing 150, Charioteer (Riding) 160, Dance 100, Foraging 150, Leather Working 50, Swimming 120 , Herding 120, Leadership 130, Stalk & Hide 110 , Perception 80, Philosophy 80, Sanity Healing Lore 100, Trading 50, Herding 50, Mediation 80, Mnemonics 0, Divinations 110, Magical Ritual 50, Disguises 80, Painting80, Sculpting 50, Gambling 50 , Public Speaking 100, Military Tactics 70, Music (Lyre) 130, Sailing 100, Singing 120, Seduction 100, Star Gazing 100, Surgeon 70, Weather Watching 100, Wood Craft 65, Trap building 80, Bard craft 150, Trickery 95, Track 125, Tumbling 120, Wrestling 140, Animal Lore 50, Forest Folk Lore 60, Herb Lore 80, Poison Lore 60, History Lore 100, Geography 120.

- **Spells**: PP 280 x3PP. Base Spells 60, Directed Spells 160. Knows - Spell Defense 50, Detection Mastery 30, Light's Way 15, Calm Spirits 30, Concussion's Ways 30, Nature's Law 7, Blood Law 50, Bone Law 50, Organ Law 50, Muscle Law 50, Nerve Law 50, Creations 50, Channel 20, Summons 30, Life Mastery 50, Protections 30 (blesses only), Purification 30, Surface Ways 50, Bone Ways 50, Muscle Ways 50, Organ Ways 50, Blood Ways 50, Herb Mastery 20, Nature Lore 15, Nature's Movement 10, Nature's Way 15, Disease 15, Curses 20, Way of the Voice 20, Holy Vision 50 (except god is giving, not receiving, answers), Star Light 20, Starsense 20, Time Bridge 50. Also knows the following Essence Spell lists, Essence's Perceptions 25, Physical Enhancement 15 (goes not cost the god Power Points), 10, Living Change 20, Spirit Mastery 20, Lofty Bridge 13 (no Fly spells), Spell Enhancement 50, Shield Mastery 25, Light Molding 15, Guises 14, Enchanting Ways 10, Essence Imbedding 10, Physical Erosion 10, Mind Destruction 10, Mentalism Channeling Imbedding 10. And knows, Future Visions 25 (except god is granting, not receiving, visions, and dreams), Brilliance 18, Mind Master 15, Presence 15, Mind Merge 20, Mind Control 20, Sense Control 15, Mind Attack 10, Past Visions 15, Future Visions 20 (expect god is giving, not receiving, answers), True Sight 10, Lore 20, Controlling Songs 10, Mind Death 15, Mind Disease 10, Confusing Ways 10.

- **Other Godly Powers**: *Healing Mastery*: Apollo is the patron of healing. As such healing spells have double the duration. He can absolve anyone of any disease or poison that afflicts them. *Superb Archery:* Apollo can shoot any bow up to 700' without range penalty, using a normal bow

OB. He may shoot any arrow twice that distance with an OB penalty of -50. *Master of the Hunt:* Apollo can track any wild creature across any solid surface (including stream beds), so long as he can find any one of the creature's tracks, which has been made within the preceding 140 hours. *Silence:* Should Apollo concentrate; he makes absolutely no noise when moving outdoors. *Light-Weaving:* Apollo has absolute control over all light within 140' of his person. He can direct the manner of, and place of, its entry into Mythic Greece.

Principal Items

Golden Bow - Made of a hard golden substance, this bow actually shimmers with light when an arrow is drawn. It is blessed by Apollo (treat as if Holy) and adds +30 to OB. It has twice the normal range of bows and in the hands of Apollo it cannot be fumbled.

Golden Sword - This magical sword is inlaid with golden designs and provides the users with a bonus of +30 to OB. It shimmers with a golden aura when drawn. It provides an extra heat critical.

White Lyre - This lyre is similar to the one given to Orpheus by Apollo. It appears as a magical, white golden lyre with an ivory base. It grants the user +30 to Bard spell rolls, doubles the range of songs and Bard spells, and functions as a ×3 PP multiplier for Bards.

Ares- Patron of War, the Cruelty and Bloodlust Aspects of War

He is a very handsome, well-built, youthful man. He is brutal, violent, and has a constant thirst for bloodshed and causing wars. Because of this, he often meddles in the affairs of mortals. He is most noted for his sudden rages and violent behavior. He is stubborn and shows poor judgement when battle-lust consumes him. Most gods, including his parents, Zeus and Hera, dislike him. Ares always wears armor and carries his weapons.

Level:	70	**Home:**	Thrace, Battle-fields	**Sphere of Influence:**	War
Hits:	500	**AT/DB:**	Ch/80	**Shield**	Y
Melee OB:	160 sp	**Missile OB:**	160 sp	**MM:**	60

- **Stats**: ST 110, CO 110, AG 105, IT 95, IG 80, PR 110, AP 101.
- **Skills**: Acrobatic 100, Administration 60, Animal Handling 85, Animal Training 75, Athlete Games 100, Armor Evaluation 75, Ambush 15, Boxing 160, Charioteer (Riding) 150, Dance 50, Diplomacy 25, Foraging 50, Leadership 60, Meditation 80, First Aid 40, Frenzy 100, Fletching 60, Leather Working 50, Swimming 140 , Stalk & Hide 70 , Perception 80, Gambling 50, Public Speaking 80, Military Tactics 80, Sailing 50, Subduing 50, Signaling 60, Singing 50, Seduction 80, Bard craft 50, Trickery 75, Track 75, Trading 40, Tumbling 100, Wrestling 160, Weapon Appraisal 80, Military History Lore 100, World Geography 70, Thracian Lore 75,.
- **Spells**: PP 280. Base Spells 40, Directed Spells 120, Knows Spell Defense 50, Detection Mastery 30, Light's Way 11, Concussion's Ways 30, Nature's Law 7, Blood Law 50, Bone Law 50, Organ Law 50, Muscle Law 50, Nerve Law 50, Creations 50, Channel 15, Summons 30, Life Mastery 50, Protections 20 (blesses only), Surface Ways 50, Nature's Movement 10, Nature's Protection 50, Disease15, Curses 20, Way of the Voice 10, Holy Vision 50 (except god is giving, not receiving, answers). Also knows the following Essence Spell lists, Essence's Perceptions 25, Physical Enhancement 15 (goes not cost the god Power Points), 10, Living Change 20, Spirit Mastery 6, Lofty Bridge 13 (no Fly spells), Spell Enhancement 50, Shield Mastery 15, Guises 14,

Enchanting Ways 10, Essence Imbedding 10, Physical Erosion 10, Mind Destruction 10, Mentalism Channeling Imbedding 10. And knows, Attack Avoidance 25, Future Visions 25 (except god is granting, not receiving, visions, and dreams), Controlling Songs 10, Mind Death 9, Mind Disease 6, Confusing Ways 6, Anticipation 12.

- **Other Godly Powers**: *Weapon Mastery*: Ares is a master of weaponry. To him, all weapons are similar. Additionally attacks against his rear are treated as flank attacks, while those against his flanks yield no bonus for the attacking foe. *Battle-Lust*: When in combat Ares is often seized by battle-lust. His hits are increased by 50% and his OB increased by +30 while his DB decreases by -50. While in this frenzy, Ares cannot parry. Battle Cry: Ares also has the power to induce battle-rage in his favored warriors with his battle cry to all warriors within earshot. Hits are increased by 20% and OBs by +25 while DBs decrease by ñ50. Like Ares, while in this frenzy, they cannot parry.

Principal Items

Spear of Sharpness - Appears as a run-of-the-mill battle worn spear but it is of enchanted make. It possesses the following powers: provides +30 to OB. It causes additional 1-10 hits; whenever a critical is scored and there is a 10% chance of an infection on the wound. It has thrice the normal range.

Battle-Helm - This magical helmet is +30 to DB and negates 50% of all head criticals. It is made in such a way that it does not inhibit the range of sight of the wielder

Artemis – Patroness of Nature

She is the chaste girl of nature, who runs through the wilderness in close attunement with it, loving and hunting the animals found there. Artemis is reserved and unapproachable, gentle with animals, especially young ones, but with a passion for the hunt. She is the protectress of young girls, enjoys music and dance, but is harsh and vindictive, especially towards men who lust for her or her followers who succumb to the love-snares laid by men. Artemis is the sister of Apollo, and they share many traits. She appears as a slender young girl with fair features and hair. Unlike her brother, she wears a running dress and laced boots. She also helps Hera with her midwifery duties.

Level:	65	**Home:**	Wilds, Arcadia	**Sphere of Influence:**	Enlighten
Hits:	500	**AT/DB:**	Rl/80	**Shield**	N
Melee OB:	110 sp	**Missile OB:**	160 bw	**MM:**	65

- **Stats**: ST 105, CO 110, AG 107, IT 100, IG 90, PR 110, AP 110.

- **Skills**: Acrobatic 100, Acting 75, Administration 40, Animal Handling 120, Astronomy 50, Boxing 70, Charioteer (Riding) 150, Cookery 55, Dance 120, Foraging 110, First Aid 80, Herding 70, Leather Working 50, Swimming 140 , Stalk & Hide 110 , Perception 80, Gambling

30, Philosophy 50, Public Speaking 70, Signaling 75, Midwifery 90, Military Tactics 20, Sailing 50, Singing 80, Surgeon 50, Star-gazing 90, Seduction 80, Bard craft 50, Trickery 75, Track 150, Tumbling 100, Trap-building 70, Weather Watching 0, Woodcrafts 100, Wood-carving 55, Wrestling 120, Animal Lore 80, Herb Lore 80, Forest Folk Lore 60, World Geography 70.

- **Spells**: PP 260. Base Spells 55, Directed Spells 120. Knows Spell Defense 50, Detection Mastery 30, Light's Way 11, Concussion's Ways 30, Nature's Law 7, Blood Law 50, Bone Law 50, Organ Law 50, Muscle Law 50, Nerve Law 50, Creations 50, Calm Spirits 20, Channel 15, Summons 30, Life Mastery 50, Protections 30 (blesses only), Purification 30, Surface Ways 50, Animal Mastery 20, Nature Lore 15, Nature's Movement 10, Nature's Way 15, Disease 15, Curses 20, Way of the Voice 20, Holy Vision 50 (except god is giving, not receiving, answers), Star Light 30, Starsense 20, Midwifery 10. Also knows the following Essence Spell lists, Essence's Perceptions 25, Physical Enhancement 15 (goes not cost the god Power Points), 10, Living Change 20, Spirit Mastery 15, Lofty Bridge 13 (no Fly spells), Spell Enhancement 50, Shield Mastery 15, Guises 14, Enchanting Ways 10, Essence Imbedding 10, Physical Erosion 10, Mind Destruction 10, Mentalism Channeling Imbedding 10. And knows, Future Visions 25 (except god is granting, not receiving, visions, and dreams), Mind Master 15, Presence 15, Mind Merge 20, Mind Control 20, Sense Control 15, Mind Attack 10, Past Visions 15, Future Visions 20 (expect god is giving, not receiving, answers), True Sight 10, Lore 20, Controlling Songs 10, Mind Death 15, Mind Disease 10, Confusing Ways 10.

- **Other Godly Powers**: *Aim*: Artemis can shoot any bow up to 700' without range penalty, using her normal bow OB. She may shoot any arrow twice that distance with an OB penalty of -50. *Mistress of the Hunt:* Artemis can track any wild creature across any solid surface (including stream beds), so long as she can find any one of the creature's tracks, which has been made within the preceding 130 hours. *Befriend Beasts:* Artemis can tame any wild beast as if it was her most loyal friend. She needs only to see and call to the beast (range 200'). In order to affect previously tamed, domesticated, or evil beasts she must touch the creature (which then receives a RR). *Silence:* Should Artemis concentrate, she makes absolutely no noise when moving outdoors.

Principal Items

Silver Bow - Made of silver and oak, this bow actually shimmers with silvery light when an arrow is drawn. It is Holy and adds +30 to OB. It has twice the normal range of bows and in the hands of Artemis it cannot be fumbled

Hunter's Tunic - This tunic magically blends itself with its surrounding and adds +20 to stalking and hiding. It is also magically toughened to protect as Rigid Leather but encumbers as nothing. It provides +25 to DB.

Dionysus – Patron of Wine and Fertility

Dionysus is the youngest member of the Olympians, a supreme council of 12 Greek gods. He is the patron of wine, vegetation, and animal communication. Dionysus is a happy and fun-loving god, who strives for physical pleasures of all descriptions, but he is also plagued by periodic madness, which often arrives without warning. Dionysus continually tries to gain new followers, and often makes a harsh example of those who deny his divinity. He has gained many followers among the non-human races. Dionysus appears as a handsome beardless youth wearing nothing but panther-skin in the style of a Cretan kilt. He often carries plenty of wine, a lyre, and a thyrsus. He often shape-changes into animals.

Level:	55	**Home:**	Travels all over Hellas	**Sphere of Influence:**	Earth, Fertility
Hits:	450	**AT/DB:**	RL/60	**Shield**	N

Melee OB:	110 st	Missile OB:	100 bw	MM:	40

- **Stats**: ST 103, CO 105, AG 105, IT 101, IG 88, PR 105, AP 105.

- **Skills**: Acrobatic 100, Administration 60, Animal Handling 100, Acting 60, Diplomacy 60, Disguises 60, Cookery 50, Agriculture 80, Charioteer (Riding) 150, Dance 50, Foraging 50, Leather Working 50, Swimming 110, Stalk & Hide 70 , Perception 80, Gambling 50 , Public Speaking 50, Magical Ritual 50, Horticulture 100, Frenzy 60, Leadership 20, beast Mastery 60, Divinations 50, Weather Watching 70, Philosophy 70, Hypnosis 55, Music 95, Mediation 60, Sailing 50, Singing 80, Seduction 80, Bard craft 80, Sanity Healing Lore 60, Trickery 75, Track 75, Tumbling 100, Wood Crafts 50, Wrestling 100, Poison Lore 50, Wine Lore 110, Feline Lore 60, Herb Lore 100, World Geography 70.

- **Spells**: PP 220 (X3PP). Base Spells 50, Directed Spells 100. Knows Spell Defense 50, Detection Mastery 30, Light's Way 6, Concussion's Ways 30, Barrier Law 10 (only earth related spells), Nature's Law 50, Blood Law 50, Plant Mastery 50, Herb Mastery 50, Animal Mastery 50, Bone Law 50, Organ Law 50, Muscle Law 50, Nerve Law 50, Creations 50, Channel 20, Summons 30, Sound Ways 30, Life Mastery 50, Protections 20 (blesses only), Surface Ways 50, Moving Ways 10, Nature Guises 15, Nature Way 10, Nature's Movement 15, Nature's Protection 50, Disease 20, Curses 20, Way of the Voice 10, Holy Vision 50 (except god is giving, not receiving, answers). Also knows the following Essence Spell lists, Essence's Perceptions 25, Physical Enhancement 15 (goes not cost the god Power Points), 10, Living Change 20, Spirit Mastery 6, Lofty Bridge 13 (no Fly spells), Spell Enhancement 50, Shield Mastery 15, Guises 14, Enchanting Ways 10, Essence Imbedding 10, Physical Erosion 15, Mind Destruction 20, Mentalism Channeling Imbedding 10. And knows, Future Visions 25 (except god is granting, not receiving, visions, and dreams), Controlling Songs 20, Mind Death 20, Mind Disease 20, Confusing Ways 20.

- **Other Godly Powers**: *Madness*: Dionysus possess an innate power to instill madness or frenzies in any person he sees. But this power does not let Dionysus issue specific commands, and use of this power often goes awry. This power functions as a 20th lvl spell. *Befriend Beasts:* Dionysus can tame any wild beast as if it were his most loyal friend. He needs only to see and call to the beast (range 200'). In order to affect previously tamed, domesticated, or evil beasts he must touch the creature (which then receives a RR). *Herb Lore:* Dionysus can look at any plant and ascertain its nature and herbal/poison properties. *Plant-Endowment:* Dionysus can make all wine vines within 40' radius grow at whatever pace he desires and heal the ills of any wine vine within 40' by concentrating upon it.

Principal Items

Golden Chalice - This is a beautiful golden wine cup, carved with scenes of frolicking fauns and nymphs and bedecked with grapes and vines. It is always brimful of wine and can never be emptied.

Dionysus' Lyre - This mystical lyre has numerous powers; while playing, it provides the user with a +20 bonus to music skills and to all bardic spells; the lyre functions as a ×3 PP multiplier; and it allows the user to ignite any number of emotions in the desired target(s): confusing, fear, calm, anger, or lust. The number of targets cannot exceed the user's level. For purposes of RR, the emotions act as 20th level Channeling spells. These spells are not permanent.

Thyrsus – Is an oak staff with twined ivy running its length and a large pine comb imbedded on top. It functions as Dionysus' staff. This enchanted staff as the following powers: free use of Herb and Plant Mastery to 10th level (100PP/day). When used as a weapon, it provides +20 to OB.

Panther Skin Kilt - This panther skin kilt has been magically hardened and protects like Rigid Leather with a +20 to DB.

Hecate - Patroness of Enchantments and of the Underworld

Hecate is neither evil nor friendly. She is a dark and mysterious goddess who appears as a beautiful woman with dark hair and pearly skin reminiscent of moonlight. She is a good friend of Persephone, wife of Hades, god of the underworld. Originally a moon goddess under the reign of the titans, she was sent to the Underworld by Hera's wrath. She still visits the earth's surface at night, especially when the moon shines brightly. She has children by various godly fathers some include the Empusae, vampiric-like monsters.

Level:	50	**Home:**	Underworld	**Sphere of Influence:**	Enlighten, Underworld
Hits:	400	**AT/DB:**	No/45	**Shield**	N
Melee OB:	90 ss	**Missile OB:**	100 da	**MM:**	35

- **Stats**: ST 95, CO 100, AG 100, IT 100, IG 90, PR 105, AP 103.

- **Skills**: Acrobatic 100, Acting 60, Administration 40, Animal Handling 70, Animal Training 55 (for creatures of the Underworld 120 e.g., Hell Hounds), Animal Healing 60, Astronomy 60, Alchemy 60, Appraisal 50, Charioteer (Riding) 100, Cookery 75, Crafting 60, Dance 80, Diplomacy 60, Foraging 50, Integration 50, Hypnosis 100, Leather Working 40, Swimming 80, Stalk & Hide 120 , First Aid 80, Perception 80, Gambling 30 , Public Speaking 70, Scrying 70, Spell Artistry 80, Power Projection 70, Research 50, Singing 70, Seduction 80, Stargazing 100, Bard craft 50, Trickery 100, Track 55, Tumbling 100, Wrestling 100, Weather-watching 75, Hellas Lore 120, Potion Lore 120, Demon Lore 80, Magic Ritual 120, Undead lore 120, Poison Lore 100, Herb Lore 70, Monster Lore 80, Underworld Lore 100, Geography 70.

- **Spells**: PP 200 (*3). Base Spells 55, Directed Spells 175, Knows - Spell Defense 50, Detection Mastery 30, Light's Way 11, Concussion's Ways 30, Nature's Law 7, Blood Law 50, Bone Law 50, Organ Law 50, Muscle Law 50, Nerve Law 50, Creations 50, Channel 30, Summons 30, Sound Ways 30, Life Mastery 50, Protections 30 (blesses only), Purification 30, Surface Ways 50, Nature's Movement 10, Nature's Protection 50, Curses 50, Repulsions 20, Way of the Voice 20, Holy Vision 50 (except god is giving, not receiving, answers); Necromancy 30, Disease 30, Dark Lore 20, Star Sense 10, Starlights 20, Far Voice 20, Calm Spirits 10, Detection Mastery 20, Natures Lore 10, Item Lore 20. Also knows the following Essence Spell lists, Essence's Perceptions 25, Physical Enhancement 15 (goes not cost the god Power Points), 10, Living Change 20, Spirit Mastery 6, Lofty Bridge 13 (no Fly spells), Spell Enhancement 50, Shield Mastery 15, Guises 14, Enchanting Ways 10, Essence Imbedding 10, Physical Erosion 30, Mind

Destruction 30, Mentalism Channeling Imbedding 10; Delving Ways 20, Spell Reins 30, Lore 30, Sound Control 30. And knows, Future Visions 25 (except god is granting, not receiving, visions, and dreams), Controlling Songs 10, Mind Death 30, Mind Attack 30, Mind Disease 30, Confusing Ways 10, Mind Mastery 15, Mind Speech 50, Mind Attack 20.

- **Other Godly Powers**: *Spell Mastery*: Hecate is a master of magic. The ranges, effect radii, and effect diameters of spells cast by Hecate are doubled. A spell that normally has a "touch" range has a range of 5' in the hands of Hecate. This rule does not apply to spells imbedded in an item and cast by Hecate. *Undead Mastery*: Since Hecate is the patron of the underworld; she has a special affinity for Undead spirits. Any Undead spirit she encounters, she instantly knows the Undead's life history (when the Undead was alive). She can also repel and control any Undead spirit at will up to Class IV Undead. *Herb Lore:* Hecate can look at any plant and ascertain its nature and herbal/poison properties. *Presence:* Hecate's presence is such that those coming within sight of Hecate must make a RR versus a 3rd lvl spell. Those failing by 25 or less will begin to feel very uncomfortable; those failing by 50 or less will begin to feel a sense of dread (all actions taken in near Hecate receive ñ10) and; those failing by 50 or more will begin to fear her.

Principal Items

Hecate's Dagger of Sharpness - This ebony magical dagger is +30 and strikes as a short sword. When delivering a critical it leaves a wound that bleeds 2ñ3 hits per round and there is a 10% chance of infection. It is also 'of Sharpness.'

Crescent Moon Amulet - Amulet appears as a black band with an ivory crescent moon as a headpiece. The amulet functions as a ×3 PP multiplier and provides a wearer with perfect night vision when there is starlight or moonlight present. It also protects the wearer as if the person was wearing a helmet and negates 30% of all head criticals, (+20 to DB).

Hades- Master of the Underworld, land of the dead

He is also called Aidoneus (in Greek) or Pluto (in Latin), which means 'wealth' since all the gems, and precious metals in the earth are his. Hades remains nearly always in the Underworld. Hades, brother of Zeus and Poseidon, was given dominion over the Underworld after the gods' victory over the Titans. He is content to hold sway in this realm and jealously guards all who enter, not permitting them to leave. On rare occasions he comes to the surface often wearing his magical cap (actually a small helmet) of invisibility. Hades is strongly faithful to Persephone, a daughter of Demeter, goddess of fertility. He often is gloomy and aloof to mortals, but very kind and caring to his wife. He appears as a majestic man with dark stern features, dressed in black.

Level:	80	**Home:**	Underworld	**Sphere of Influence:**	Underworld
Hits:	550	**AT/DB:**	Pl/90	**Shield**	N

Melee OB:	165 ma	Missile OB:	130 bw	MM:	35

- **Stats**: ST 106, CO 110, AG 100, IT 90, IG 100, PR 115, AP 100.

- **Skills**: Acrobatic 100, Acting 40, Administration 100, Animal Handling 70, Animal Training 50, Appraisal 140, Architecture 50, Alchemy 60, Athletic Games 75, Caving 100, Climbing 120, Charioteer (Riding) 150, Foraging 100, Engineering 50, Diplomacy 80, Leather Working 50, Military Tactics 45, Mathematics 50, Swimming 140 , Stalk & Hide 70, Stone Crafts 65, Perception 110, Gambling 50 , Public Speaking 70, Mediation 50, Seduction 50, Smithing 65, Bard craft 50, Trickery 75, Track 75, Tumbling 100, Wrestling 140, World History 100, Monster Lore 100, Underworld Lore 100, World Geography 70, Stone Lore 70, Undead Lore 75, Trading 55, Metal Lore 100, Chemistry 60, Demon Lore 80.

- **Spells**: PP 320. Base Spells 60, Directed Spells 150, Knows Spell Defense 50, Detection Mastery 30, Light's Way 11, Concussion's Ways 30, Nature's Law 7, Blood Law 50, Bone Law 50, Organ Law 50, Muscle Law 50, Nerve Law 50, Creations 50, Channel 50, Inner Walls 20, Summons 30, Sound Ways 50, Life Mastery 50, Protections 30 (blesses only), Repulsion 20, Surface Ways 50, Nature's Movement 10, Nature's Protection 50, Path Mastery 10, Disease 20, Curses 30, Way of the Voice 10, Holy Vision 50 (except god is giving, not receiving, answers); Necromancy 50, Dark Lore 15, Sound Control 30, Item Lore 50. Also knows the following Essence Spell lists, Essence's Perceptions 25, Physical Enhancement 15 (goes not cost the god Power Points), 50, Living Change 20, Spirit Mastery 10, Lofty Bridge 13 (no Fly spells), Spell Enhancement 50, Shield Mastery 15, Guises 14, Enchanting Ways 10, Essence Imbedding 10, Physical Erosion 20, Mind Destruction 20, Mentalism Channeling Imbedding 10. And knows, Future Visions 25 (except god is granting, not receiving, visions, and dreams), Controlling Songs 10, Mind Death 20, Mind Disease 50, Confusing Ways 10, Damage Resistance 20, Anticipations 10.

- **Other Godly Powers**: *Undead Mastery*: Since Hades is the ruler of the underworld, he has a special affinity for Undead spirits. Any Undead spirit he encounters, he instantly knows the Undead's life history (when the Undead was alive). He can also repel and control any Undead spirit at will. *Earth Lore:* Hades can touch any rock and ascertain its nature, origin, and worth. *Ward of Tartarus:* Within the confines of the Underworld, Hades can sense any presence whenever he chooses to focus his will.

Principal Items

Helm of Darkness - A small black helmet with gold rims, enchanted to +30 DB, which allows its wearer to become invisible. This helmet, often referred to as a cap, was loaned to Perseus to assist him in his quests.

Black Rod - The rod is a symbol of Hades' reign over the underworld. It is made of an ebony alloy of near indestructible material with a huge dark emerald set at the head with a ring of small jewels adorning the base of the emerald. The enchanted rod can be wielded as a mace with +30 to OB. In addition to the normal damage, the target struck must resist an *'Absolution Pure'* of 10th level. The target soul is torn from the target's body and flows to Tartarus, the Underworld. This power is only useable once a day.

Hades Keys - These keys acts as the master keys for all locks. Once inserted in a keyhole the key will modify itself to open any non-enchanted lock and will magically undo any trap associated with the lock or opening the lock. Enchanted locks must resist a 5th level spell to avoid being opened.

Hephaestus - Patron of Beneficial Fire, Craftsmanship and Smiths

Hephaestus is crippled in both legs, has a misshapen back, and is a rather homely looking god with a dark heavy beard, and a thick chest and neck. He usually carries a heavy cane to assist him in walking, although when necessary he can move quickly. He is marvelously creative and inventive, and so highly skilled with metalworking that he constructs magical devices and machines of all descriptions. It is Hephaestus who built the palaces of the gods on Mount Olympus. He is the son of Zeus and Hera and is married to Aphrodite. Although they do not have children, he has sired many children among mortals, who have become great craftsmen or inventors.

Level:	70	**Home:**	Lemnos, Mt Olympus	**Sphere of Influence:**	Craft
Hits:	500	**AT/DB:**	Ch/55	**Shield**	N
Melee OB:	155 wh	**Missile OB:**	120 wh	**MM:**	20

- **Stats**: ST 120, CO 110, AG 100, IT 90, IG 105, PR 110, AP 80.

- **Skills**: Architecture & Crafts (all) 120, Appraisal 130, Administration 90, Alchemy 90, Climbing 100, Charioteer (Riding) 100, Chemistry 70, Crafts 120, Cookery 25, Caving 100, Engineering 100, Gimmickry 70, Lock Making 110, Disarm Traps 125, Foraging 50, Falsification 70, Fletching 75, First Aid 55, Mathematics 75, Machination 90, Research 100, Leather Working 100, Rope Making 100, Sculpting 100, Smithing 150, Swimming 100 , Stalk & Hide 60 , Trap building 130, Perception 100, Gambling 50 , Physics 60, Public Speaking 60, Metallurgist 100, Sailing 50, Singing 50, Trading 120, Trickery 80, Track 75, Tumbling 100, Wrestling 120, Wood carving 100, Stone-carving 130, World Geography 100, Stone Lore 100, Metal Lore 100.

- **Spells**: PP 280. Base Spells 50, Directed Spells 120, Knows Spell Defense 50, Detection Mastery 30, Light's Way 6, Concussion's Ways 30, Nature's Law 7, Blood Law 50, Bone Law 50, Organ Law 50, Muscle Law 50, Nerve Law 50, Creations 50, Channel 15, Summons 30, Sound Ways 30, Life Mastery 50, Protections 20 (blesses only), Surface Ways 50, Nature's Movement 10, Nature's Protection 50, Disease15, Curses 20, Way of the Voice 10, Holy Vision 50 (except god is giving, not receiving, answers). Also knows the following Essence Spell lists, Essence's Perceptions 25, Physical Enhancement 15 (goes not cost the god Power Points), 10, Living Change 20, Spirit Mastery 6, Lofty Bridge 13 (no Fly spells), Spell Enhancement 50, Shield Mastery 15, Guises 14, Physical Erosion 10, Mind Destruction 10, Unbarring Ways 14, Fire Law 8, knows all Alchemist Base Spell list to 50. And knows, Future Visions 25 (except god is

granting, not receiving, visions, and dreams), Controlling Songs 10, Mind Death 9, Mind Disease 6, Confusing Ways 6, Delving 8, Item Lore 50.

- **Other Godly Powers**: *Earth Lore*: Hephaestus knows the origin and properties of all inorganic substances. He can also locate the source of any inorganic material within a seventy miles radius. *Master Smith:* Hephaestus is an incredible craftsman. All craftsman activities take only one fourth of the normal time necessary to construct the object. His skill is such that objects created by him possess a +30 bonus. *Immune to Heat:* Hephaestus is immune to extreme temperatures of heat such as heat from volcanoes (e.g., fireballs and firebolts).

Principal Items

Forge & Tools - Hephaestus possesses numerous forges throughout the world. However his two main forges are at Mt. Etna and the isle of Lemnos. Legends have it that a subterranean connection exists between the Lipari Islands and Mt. Etna. The forges contain +30 enchanted tools, which enable him to create items at triple the rate for a smith or alchemist (that is in addition to his great skill).

Hammer - Forging hammer that can be used as a +30 war hammer made of steel inlaid with gold and silver designs. It is enchanted to be harder than any substance and yields an additional Impact critical. The hammer can be thrown at thrice its normal range and will return to the wielder upon command. In the hands of Hephaestus, the weapon will not fumble.

Smith's Tunic - An enchanted sleeveless leather tunic with geometric designs, which protects as +30 Chain Armor but encumbers as nothing.

Hermes - Patron of Trickery, Travel, Gambling, and Eloquence

Hermes represents the ultimate in cunning and agility, plus great resourcefulness. He is also the patron of thieves, merchants, and travelers, and often acts as the servant of other gods. He functions as a messenger for Zeus and acts as a guide for the dead to the underworld; he shares this task with Death. Hermes appears as an athletic youthful-looking god with short curly hair and friendly features. He wears a cloak, a round winged hat, winged sandals, and carries a winged staff. He is the son of Maia, a nymph, and Zeus.

Level:	65	**Home:**	Arcadia	**Sphere of Influence:**	Underworld, Messenger
Hits:	500	**AT/DB:**	No/100	**Shield**	N
Melee OB:	140 sw	**Missile OB:**	150 sp	**MM:**	70

- **Stats**: ST 105, CO 105, AG 110, IT 100, IG 90, PR 110, AP 104.

- **Skills**: Acrobatic 150, Acting 100, Administration 50, Animal Handling 70, Alchemy 60, Appraisal 80, Boxing 120, Charioteer (Riding) 150, Disarm Trap 150, Disguises 120, Dance 100,

Diplomacy 60, Falsification 100, Foraging 50, Herding 75, Lock Picking 100, Lock Making 60, Streetwise 60, Swimming 140 , Stalk & Hide 130 , Perception 80, Gambling 90 , Public Speaking 100, Military Tactics 20, Music 100, Scrying 60, Spell Artistry 60, Divinations 60, Research 60, Sailing 80, Singing 80, Seduction 80, Bard craft 100, Trickery 150, Trading 100, Track 100, Trap Building 110, Tumbling 100, Wrestling 120, Weather-watching 45, Herb Lore 50, Poison 60, Region Lore 120, Underworld Lore 75, Magic Ritual 100, Geography 70.

- **Spells**: PP 260 x3PP. Base Spells 60, Directed Spells 150. Knows Spell Defense 50, Detection Mastery 30, Light's Way 11, Concussion's Ways 30, Nature's Law 7, Blood Law 50, Bone Law 50, Organ Law 50, Muscle Law 50, Nerve Law 50, Creations 50, Channel 20, Summons 30, Sound Ways 30, Life Mastery 50, Path Mastery 15, Protections 20 (blesses only), Repulsions 10, Surface Ways 50, Nature's Movement 10, Nature's Protection 50, Disease 20, Curses 20, Dark Lore 30, Way of the Voice 10, Holy Vision 50 (except god is giving, not receiving, answers), Necromancy 50. Also knows the following Essence Spell lists, Essence's Perceptions 25, Physical Enhancement 15 (goes not cost the god Power Points), 10, Living Change 20, Spirit Mastery 6, Lofty Bridge 13 (no Fly spells), Spell Enhancement 50, Shield Mastery 15, Guises 14, Unbarring Ways 10, Enchanting Ways 10, Essence Imbedding 10, Physical Erosion 20, Mind Destruction 20, Mentalism Channeling Imbedding 10. And knows, Future Visions 25 (except god is granting, not receiving, visions, and dreams), Controlling Songs 10, Sound Control 30, Speed 50, Mind Death 10, Mind Disease 10, Confusing Ways 10.

- **Other Godly Powers**: *Cross Roads*: Hermes can stand at any crossroad and determine the final location of each intersecting roads and the direction of north. *Undead Mastery:* Since Hermes conducts souls to the underworld, he has a special affinity for Undead spirits. Any Undead spirit he encounters, he instantly knows the Undead's life history (when the Undead was alive). He can also repel and control any Undead spirit at will up to Class III Undead. *Appraisal:* Hermes can determine the quality and worth of any handicraft when entering negotiations. *Power Efficiency*: Like Hecate, Hermes is the patron of magic and luck. As such when casting any spell, he expends only half the normal number of power points.

Principal Items

Sword of Sharpness - A long golden sword with an ivory handle, it is powerfully enchanted to +30. It is indestructible, and has the *Sharpness* enchantment.

Magic Wallet - It appears to be a lion-skin bag, but allows Hermes to store any number of items weighing up to 200 lbs. by minimizing them to fit into the bag. The bag always weighs 2.5 lbs. no matter how many items are stored in it.

Winged Sandals (Talaria) - These sandals are golden in color and allow the wearer to fly at the base rate of 75í/rnd, following the normal stamina rules for walking.

Winged Helmet (Petasus)- It appears as a round silver disc with small white wings on either side. This enchanted helmet negates 50% of all head critical and provides +30 to DB.

White Caduceus - A long white alloy rod entwined by two serpents with wings attached underneath their heads. The rod acts as ×3 PP multiplier and allows the user the free use (up to 150PP/day) of Surface Ways, Concussion's Ways, and Purification to 15th level. The Caduceus can also function as a +20 mace and is blessed by Apollo.

Hera - Patroness of Marriage, Feminine Strength, and Queen of the Heavens

Hera is noted for her jealousy and quick temper, as well as her cleverness and intrigue. She is the wife of Zeus, and the mother of Ares and Hephaestus, among other gods. She has devoted much of her time to punishing Zeusí infidelities. Despite his infidelities, she remains devoted to her husband. She appears as a queenly dignified and beautiful woman. She typically dresses in long Achaean robes. She carries a scepter with a cuckoo on top as symbol of her power.

Level:	75	**Home:**	Samos, Euboea, Argos, Mt Olypmus	**Sphere of Influence:**	Fertility[3]
Hits:	525	**AT/DB:**	RL/50	**Shield**	N
Melee OB:	110 cl	**Missile OB:**	-- --	**MM:**	35

- **Stats**: ST 120, CO 105, AG 100, IT 100, IG 95, PR 120, AP 120.

- **Skills**: Acrobatic 80, Administration 120, Animal Handling 100, Charioteer (Riding) 80, Cookery 100, Diagnostic 80, Dance 110, Diplomacy 80, Farming 100, Foraging 120, Family Counsel 150 (from the wife point of view), Frenzy 60, Horticulture 100, Leather Working 80, Magical Rituals 70, Music 50, Midwife 150, Needle Work & Sewing 120, Surgery 80, Swimming 100 , Stalk & Hide 70 , Perception 110, Pottery 80, Public Speaking 100, Singing 110, Seduction 100, Bard craft 70, Trickery 90, Track 75, Tumbling 100, Wrestling 150, Weather Watching 100, Regional Lore 120, Herb Lore 120, World Geography 70.

- **Spells**: PP 370 x4PP. Base Spells 75, Directed Spells 175. Knows Spell Defense 50, Detection Mastery 50, Light's Way 11, Concussion's Ways 30, Nature's Law 50, Protection 25, Blood Law 50, Bone Law 50, Organ Law 50, Muscle Law 50, Nerve Law 50, Creations 50, Locating Ways 30, Channel 50, Summons 30, Sound Ways 30, Life Mastery 50, Protections 50 (blesses only), Surface Ways 50, Nature's Movement 10, Nature's Protection 50, Purifications 30, Plant Mastery 20, Herb Mastery 20, Disease 20, Curses 30, Way of the Voice 30, Holy Vision 50 (except god is giving, not receiving, answers), Midwifery 20. Also knows the following Essence Spell lists, Essence's Perceptions 50, Physical Enhancement 15 (goes not cost the god Power Points), Living Change 20, Spirit Mastery 20, Lofty Bridge 13 (no Fly spells), Spell Enhancement 50, Shield Mastery 20, Guises 14, Enchanting Ways 10, Essence Imbedding 10, Physical Erosion 20, Mind Destruction 30, Mentalism Channeling Imbedding 10. And knows, Attack Avoidance 15, Future Visions 25 (except god is granting, not receiving, visions, and dreams), Controlling Songs 10, Mind Death 30, Mind Disease 30, Confusing Ways 30.

[3] Hera's sphere of influence differs with *Mythic Greece: Age of Heroes*. In ancient times, Hera was always associated with the female fertility.

- **Other Godly Powers**: *Midwifery*: Hera is the patron of midwifery; any women giving birth within a projected 75 miles radii will have no complications during birth and the child will be free of infections and birth defects. *Voice of Authority:* Hera can speak with such authority that anyone within hearing distance or target will respond to her voice. Target(s) within hearing distance must make a RR versus a 20th level Channeling attack, lest they be commanded. The enchantment is often in form of a simple command such as 'get away from the fire' or 'go home' and must be within the target's ability. The enchantments are never in the form to inflict harm on oneself or on others. *Power Efficiency*: Hera is such in tune with wielding magic that when casting any spell, she expends only half the normal number of power points.

Principal items

Robes – Woven from wonderous silk by Hephaestus, the robes provide Hera protection, as Rigid Leather +30 but do not encumber her movements. It also protects the wearer from the elements (+30 versus Heat and Cold attacks).

Cuckoo Specter - This jeweled specter has an alabaster cuckoo on top of it with tiny gems of various colors sprinkled on the bird's tail. It functions as a symbol of her power and reign as queen of the heavens. This enchanted specter functions as ×4 PP multiplier, provides continuous Aura, and cast +30 shock bolts 5 times per day.

Pan – Patron of Shepherds and the Forest

He spends his time reveling with nymphs and other forest folk and helping hunters. He is a joyous, lusty, easy-going and mischievous god who loves afternoon naps. Obverse to all things civilized, he is often scorned by other gods for his lack of metropolitan manners. He is heavily worshipped in the rural areas of Hellas such as Arcadia. Pan appears as a tall, well-built Satyr with dark curly hair.

Level:	40	**Home:**	Forest, the wilds of Hellas	**Sphere of Influence:**	Fertility
Hits:	400	**AT/DB:**	No/70	**Shield**	N
Melee OB:	120 st	**Missile OB:**	110 sl	**MM:**	70

- **Stats**: ST 105, CO 105, AG 110, IT 90, IG 80, PR 100, AP 95.

- **Skills**: Acrobatic 100, Animal Handling 75, Animal Healing 100, Animal Training 90, Cookery 50, Ambush 20, Crafting 50, Dance 100, Foraging 100, Music (Pan pipes) 130, First Aid 100, Juggling 50, Swimming 75, Stalk & Hide 120, Perception 80, Gambling 50, Geography 100, Public Speaking 50, Singing 65, Story Telling 40, Seduction 120, Bard craft 50, Forest Lore 80, Gardening 50, Herb Lore 100, Magical Ritual 55, Horticulture 60, Mimery 80, Mediation 60, Mystical Places Lore 60, Smithing 50, Star-gazing 80, Trading 50, Trickery 110, Track 75, Tumbling 80, Weather-Watching 75, Wine Making 120, Wood Crafts 60, Wrestling 130,

Arcadian Lore 120, Animal Lore 100, Hellas Lore 60, Music Lore 120, Poison Lore 40, Forest Folk Lore 100.

- **Spells**: PP 160 (×4). Base Spells 40, Directed Spells 110, Knows Spell Defense 50, Detection Mastery 30, Light's Way 11, Concussion's Ways 30, Nature's Law 50, Blood Law 50, Bone Law 50, Organ Law 50, Muscle Law 50, Nerve Law 50, Creations 50, Channel 15, Summons 30, Life Mastery 50, Protections 20 (blesses only), Surface Ways 50, Nature's Movement 10, Nature's Protection 50, Disease15, Curses 20, Path Mastery 10, Lore 10, Way of the Voice 30, Holy Vision 50 (except god is giving, not receiving, answers), Time's Bridge 30, Herb Mastery 30, Plant Mastery 50, Animal Mastery 50. Also knows the following Essence Spell lists, Essence's Perceptions 25, Physical Enhancement 15 (goes not cost the god Power Points), 10, Living Change 20, Spirit Mastery 6, Lofty Bridge 13 (no Fly spells), Spell Enhancement 50, Shield Mastery 15, Guises 14, Enchanting Ways 10, Essence Imbedding 10, Physical Erosion 10, Mind Destruction 10, Mentalism Channeling Imbedding 10. And knows, Future Visions 30 (except god is granting, not receiving, visions, and dreams), Controlling Songs 50, Sound Projection 30, Mind Death 9, Mind Disease 6, Confusing Ways 50.

- **Other Godly Powers**: *Great Shout*: all those within ear shot must resist a 20th lvl shout of fear, calm, or hold spell. *Lore*: Pan can look at any plant or touch any rock and ascertain its nature and origin. *Wine-Endowment*: Pan can make all wine vines within 40' radius grow at whatever pace he desires and heal the ills of any wine vine within 40' by concentrating upon it. *Strength of Form*: Pan is treated as a Large Creature. *Ramming*: Pan may ram an opponent with his head for additional attack of 90LBa. This attack includes an additional Impact critical.

Principal Items

Staff (Old Staff) - A simple gnarled oak staff, it functions as a +30 weapon and doubles the healing rate of spells cast for healing fruits, vines, and grapes.

Pan's Pipes (Syrinx) - A normal band of cut red reeds tied by string. These mystical pipes contain numerous powers; while playing, it provides user with a +30 bonus to music skills and to all bardic spells; the pipes function as a ×4 PP multiplier; and it allows the user to ignite any number of emotions in the desired target(s): confusion, fear, calm, anger, or lust. The number of targets cannot exceed the user's level. For purposes of RR, the emotions act as 20th level Channeling spells. These spells are not permanent.

Poseidon – Patron of the Seas

He is the powerful god of the sea, as well as all lakes and rivers. He is also the god of the earth and can shake and split earth. Thus he is the god of earthquakes. Although Poseidon was granted dominion over the sea after the victory of the gods over the Titans, he has always used his power over water to attempt to extend his realm to include land. He has been in frequent conflict with many of the gods with his attempts

to extend his reach, including Zeus, his brother, Athena, Hera and Dionysus. Poseidon is noted not only for this greed, but also his violent rage. Although married to Amphitrite, he had numerous liaisons resulting in a number of offspring, including heroes and monsters. Poseidon appears as a majestic-looking mature god with thick hair and a beard. He tends to wear golden armor and carries a trident.

Level:	75	**Home:**	Troezen, Corinth, Sea	**Sphere of Influence:**	Earth, Sea
Hits:	550	**AT/DB:**	Ch/65	**Shield**	N
Melee OB:	210 sp	**Missile OB:**	155 sp	**MM:**	70

- **Stats**: ST 130, CO 110, AG 100, IT 95, IG 90, PR 110, AP 100.

- **Skills**: Acrobatic 100, Administration 60, Animal Handling 100 (horses and sea animals), Appraisal 75; Caving 55; Diplomacy 60, Disguises 60, First Aid 60, Boxing 200, Charioteer (Riding) 180, Foraging 100, Leadership 60, Leather Working 100, Swimming 170 , Stalk & Hide 90 , Navigation 100, Rope Mastery 75, Smithing 55, Perception 100, Gambling 80 , Public Speaking 70, Magical Ritual 60, Military Tactics 70, Sailing 120, Singing 50, Shipwright 55, Seduction 110, Bard craft 50, Trickery 105, Track 125, Trap Building 100, Tumbling 120, Wrestling 200, Weather Watching 100, Sea Lore 100, Herb Lore 55, Animal Lore 60, Horse Lore 100, Stone Lore 60, Sea Nymph Lore 75, Sea Animals 70, World Geography 100.

- **Spells**: PP 300. Base Spells 60, Directed Spells 160. Knows Spell Defense 50, Detection Mastery 50, Light's Way 11, Concussion's Ways 50, Nature's Law 20, Blood Law 50, Bone Law 50, Organ Law 50, Muscle Law 50, Nerve Law 50, Creations 50, Channel 20, Summons 30 (Sea Animals and Horse only), Sound Ways 30, Life Mastery 50, Protections 30 (blesses only), Surface Ways 50, Nature's Movement 20 (only water related spells), Nature's Protection 50, Disease 20, Curses 30, Moving Ways 15; Nature's Way 15; Way of the Voice 20, Holy Vision 50 (except god is giving, not receiving, answers); Animal Mastery 50 (Only sea animals); Barrier Law 50 (Only earth and water). Also knows the following Essence Spell lists, Essence's Perceptions 25, Physical Enhancement 15 (goes not cost the god Power Points), 10, Living Change 20, Spirit Mastery 6, Lofty Bridge 13 (no Fly spells), Spell Enhancement 50, Shield Mastery 20, Guises 14, Enchanting Ways 10, Essence Imbedding 10, Physical Erosion 15, Mind Destruction 15, Mentalism Channeling Imbedding 15; Water Law 50, Wind Law 30 (only "Storm Call" Spell); Fluid Destruction 20; Earth Law 30. And knows, Gas Manipulation 20 (water related spells only); Liquid Manipulation 20; Future Visions 25 (except god is granting, not receiving, visions, and dreams), Controlling Songs 10, Mind Death 15, Mind Disease 15, Confusing Ways 15.

- **Other Godly Powers**: *Water-form*: Poseidon can move and breathe with equal ease on land or water. He can merge with waves and travel five times as fast the currents will carry him or, he can swim at up to 250' per round. *Water-Senses:* While in a body of water, Poseidon can

concentrate in a particular direction and hear or see anything that is within the water inside a range of 150 miles or adjacent to the water within a range of 150'. *Water-Weaving:* Poseidon has absolute control of all water within a range of 150 feet. He can also create waves of up to 150 feet in height across any water surface in which he resides, within a range of 150 miles. *Isle-Moving:* Poseidon can move or raise or create any island with a radius of less than or equal to 65 miles. When an island is raised it takes Poseidon one hour per radius mile to accomplish the deed and requires all of his PP. To move an island, it requires a quarter of Poseidonís PPs and a period equal to one day per 100 miles the isle is moved. *Earth-Weaving*: Poseidon needs only to concentrate in order to move and mold the earth of a 75 mile radius. The movement must be continuous and confined to a speed of a walking human. It also requires a number of PPs equal to the cubic square miles of material. (This is how Poseidon causes minor tremors).

Principal Items

Trident of Poseidon - A large enchanted trident was created by the Telchians, a mysterious order of wizards who magically worked brass and iron to create the Trident of Poseidon. The Trident functions as a +20 enchanted spear but delivers an additional Puncture critical. The trident is able to cast Water Bolt ×3/day. It can also be thrown twice its normal range without penalty and will always return to the caster. In addition to these powers, the trident can cause minor tremors on land and minor tsumani on sea whenever its butt stomps the ground. This actoin can be directed at any one object with devasting affects. It can only do this but once a day.

Sea Armor - Poseidon often wears his golden breastplate armor inlaid with sea creatures. This armor acts as Chain Armor but wears as Soft Leather. It provides +30 to DB.

Zeus – Patron of the Heavens

Zeus is the patron of the heavens including rain and clouds, and the ruler of Greek gods. He is the protector of laws, and the dispenser of justice. He is a wise and compassionate ruler but is readily distracted, especially by women mortals, nymphs, or goddesses. Zeus is the husband of Hera, with whom he constantly bickers, mostly over his infidelities. He has fathered countless children with goddesses, nymphs, princesses, and shepherds. Hera has punished a few of these children harshly. Several great heroes have Zeus as a father including Heracles and Achilles. Zeus appears as a large, mature, majestic Achaean-looking god. He possesses thick curly hair and beard and wears an oak leaf crown and a Cretan kilt.

Level:	95	**Home:**	Mt Olympus	**Sphere of Influence:**	Sky
Hits:	575	**AT/DB:**	Ch/75	**Shield**	N
Melee OB:	230 sp	**Missile OB:**	180 sp	**MM:**	40

- **Stats**: ST 140, CO 110, AG 105, IT 115, IG 95, PR 110, AP 105.
- **Skills**: Acrobatic 50, Acting 70, Administration 120, Animal Handling (Avian) 100, Appraisal 60, Astronomy 100, Architecture 50, Caving 60, Charioteer (Riding) 200, Divination 100, Dance 50, Disguises 100, Diplomacy 55, First Aid 50, Foraging 150, Leather Working 100, Philosophy 75, Swimming 170 , Stalk & Hide 120 , Perception 80, Gambling 80 , Public Speaking 100, Military Tactics 80, Sailing 50, Singing 80, Seduction 120, Star-Gazing 120, Bard craft 80, Trickery 125, Track 115, Tumbling 100, Weather Watching 120, Wrestling 220, World History 100, Avian Lore 100, Military History Lore 100, World Geography 70.

- **Metis' Skills**: Perception 100, Research 70, Magical Ritual 100, Spell Mastery 75, Herb Lore 55, Animal 55

- **Spells**: PP 380 (x4). Base Spells 80, Directed Spells 150. Knows Spell Defense 50, Detection Mastery 30, Light's Way 15, Concussion's Ways 30, Barrier Law 20 (only air related spells), Animal Mastery 50, Nature's Law 20, Blood Law 50, Bone Law 50, Organ Law 50, Muscle Law 50, Nerve Law 50, Creations 50, Channel 20, Summons 30, Sound Ways 30, Weather Ways 50, Life Mastery 50, Protections 20 (blesses only), Surface Ways 50, Nature's Movement 15, Nature's Protection 50, Natureís Ways 30, Disease 15, Curses 20, Time's Bridge 30, Way of the Voice 10, Holy Vision 50 (except god is giving, not receiving, answers). Also knows the following Essence Spell lists, Essence's Perceptions 25, Physical Enhancement 15 (goes not cost the god Power Points), 10, Living Change 20, Light Molding 30, Spirit Mastery 15, Lofty Bridge 13 (no Fly spells), Spell Enhancement 50, Shield Mastery 15, Wind Law 30, Guises 14, Gas Destruction 30, Enchanting Ways 10, Essence Imbedding 10, Physical Erosion 15, Mind Destruction 15, Mentalism Channeling Imbedding 10. And knows, Future Visions 30 (except god is granting, not receiving, visions, and dreams), Controlling Songs 15, Gas Manipulation 50 (air related spells only), Movement 10 (no Fly spells), Item Lore 20, True Perception 30, Solid Alteration 30, Gas Alteration 50, Mind Death 15, Mind Disease 15, Confusing Ways 15.

- **Other Godly Powers**: *Metis*: Zeus has Metis, goddess of wisdom, within him. Metis can make its own perception rolls and gives him counsel. *Air-Weaving:* Zeus as patron of the heavens has absolute control over the air throughout Mythic Greece. He can control weather patterns and wind conditions. *Strength of Form:* Zeus is treated as a Large Creature. *Electricity Immunity*: Zeus is immune to all electric attacks.

Principal Items

Lightning Spears - Made by Hephaestus, these spears resembled a 'live' lightning bolt and are treated as such but inflict ×2 damage. Zeus tends to hurdle these lightning bolts from afar. They have thrice the normal range of a spear.

Kingly Scepter - This is Zeus' symbol of authority. The scepter shimmers with a silvery light, and confers upon its holder a continuous *True Aura*. It strikes as a +30 mace and it is blessed by Zeus (treat as Holy).

Oak Leaf Crown - The crown of oak leaves protects the wearer as if it were a +30 helmet but encumbers as nothing. It also aids the wearer in all Seer or Astrologer spells with a +30 bonus. It functions as a ×4PP multiplier

Cretan Kilt - An enchanted sleeveless silky kilt, which protects as +30 Chain Armor but encumbers as nothing.

TABLE 1.1: The Greek Gods

Name	Lvl	MM	Hits	AT	DB	Shld	Melee OB		Notes
Ares	**70**	**60**	**500**	**Ch**	**80**	**Y**	**160sp**	**160sp**	Greek god of Water. *Immortal, Weapon Mastery, Battle-Lust, Battle Cry*
+30 Spear of Sharpness is of magical make and causes an additional 1-10 hits whenever a critical is scored; a 10% chance of an infection on the wound; it has thrice the normal range. +30 Magical Battle-Helm negates 50% of all head critical. PP280, DS 120, BS 40. Multi spell lists, concentration on War.									
Artemis	**65**	**65**	**500**	**RL**	**80**	**N**	**110sp**	**160bw**	Greek goddess of Hunt. *Immortal, Aim, Mistress of the Hunt, Befriend Beasts, Silence.*
Silver Bow provides +30 OB, has twice the normal range, and is Holy. Hunter's Tunic adds +20 to Stalking and Hiding and is magically toughened to protect as Rigid Leather. PP260, DS 120, BS 55. Multi spell lists, concentration on Enlightening.									
Aphrodite	**65**	**35**	**500**	**SL**	**55**	**N**	**----**	**----**	Greek goddess of Desire. *Immortal, Charm, Power Efficiency.*
Golden Girdle has the power to cause viewers to fall in love with its wearer; it acts as a 20th lvl charm spell. Aphrodite's Robes can change at will to any design, color, shape or material for any occasion, adds +30 Seduction and protects as wearing Soft Leather. PP260, DS 160, BS 70. Multi spell lists, concentration on Love.									
Apollo	**70**	**60**	**500**	**No**	**50**	**N**	**150sw**	**190bw**	Greek god of healing. *Immortal. Healing Mastery, Aim, Master of the Hunt, Silence, Light-Weaving.*
Golden Bow adds +30 to OB, blessed (Holy), with twice the normal range. *Golden Sword* is an magical sword with a +30 to OB and provides an extra Heat critical. *White Lyre* is a magical lyre that provides +30 to Bard spell rolls, doubes the range of songs and Bard spells, and functions as *3PP. PP 280 *3, DS 160, BS 60. Multi spells lists, concentration on Enlightening.									
Athena	**70**	**35**	**500**	**CH**	**75**	**Y30**	**175sp**	**175sp**	Greek goddess of Stragedy and Crafts. *Immortal, Weapon Mastery, Master Craftswoman*
Aegis/Gorgorion- a fabulous shield blessed by Athena, enchanted to +30 and weighs only half the weight of a normal shield. Its inner wall can be used as a mirror. Face of Medusa is on the cover when revealed, those viewing must make a 20th Fear Spell RR. Those failing by more than 75 will die of a heart attack, those failing by 50-74 will become stunned with fear for 1-30 rounds, those failing by 25-49 will flee in panic, and those failing by 1-24 will become filled with fear, all actions are at –25. *Spear of Sharpness*- crafted by Athena, this spear is of Sharpness and is enchanted to +25. PP280, DS 120, BS 50. Multi spell lists, concentration on War and Crafts.									
Hecate	**50**	**35**	**400**	**No**	**45**	**N**	**100da**	**----**	goddess of Underworld. *Immortal, Spell Mastery, Undead Mastery, Herb lore, Presence.*
Crescent Moon Amulet appears as an ivory crescent moon headpiece set on a headband. The amulet is a *3PP and provides the wearer with perfect night vision and negates 30% of all head critical; provides +20 DB. Dagger of Sharpness acts as a +30 magical short sword; when delivering a critical its leaves a wound the bleeds 2-3 hits per round and 10% infection. PP200*3, DS 175, BS 55. Multi spells lists, concentration on Underworld.									
Hades	**80**	**35**	**550**	**PL**	**90**	**N**	**165ma**	**130bw**	Greek god of the Underworld. *Immortal, Undead Mastery, Stone Lore, Ward of Tartarus*
Hades' Cap- A small black helmet with gold rims, enchanted +30 DB, allows wearer to become invisible. *Black Rod* is a symbol of Hades' reign over the underworld, it can be wielded as a mace with +30 to OB and if target is struck, victim must resist an 'Absolution Pure' to 10th level. *Hades Keys* acts as the master keys for all locks. Once inserted in a keyhole the key will modify itself to open any non-enchanted lock and will magically undo any trap associated with the lock or opening the lock. PP320. DS 150, BS 60. Multi spells lists, concentration on Underworld.									
Hephaestus	**70**	**20**	**500**	**CH**	**55**	**N**	**155wh**	**120wh**	Greek god of Craftsmanship. *Immortal, Earth Lore, Master Smith, Immune to Heat.*
Forge & Tools function +30 to smith activities and enables Hephaestus to create items at triple the rate. Hammer acts as a forging hammer that can be used as +30 war hammer which has additional impact critical and be thrown at thrice its normal range; it will return to the wielder upon command. Smith's Tunic is an enchanted sleeveless leather tunic which protects as +30 Chain Armor but encumbers as nothing. PP280. DS 120, BS 50. Multi spells lists, concentration on Crafts.									
Hermes	**65**	**70**	**500**	**No**	**100**	**N**	**140sw**	**150sp**	Greek god of trickery, travel and eloquence. *Immortal, Cross Roads,*

									Undead Mastery, Appraisal, Power Efficiency.

White Caduceus is a white rod entwined by two serpents with wings attached underneath their heads. The rod acts as *3 PP and allows user free use of Surface ways, Concussion's Ways and Purification to 15th level. Sword of Sharpness is powerfully enchanted to +30 and is indestructible and has *Sharpness*. *Magic Wallet* allows Hermes to store any number of items weighing up to 200 lbs by minimizing them to fit into the bag. Winged Scandal allows the wearer to fly at the base rate of 75/rnd, following the normal stamina rules for walking. *Winged Helmet* appears as a round silver disc with small white wings on either side; helmet negates 50% all head critical and provides +30 to DB. PP260 *3. DS 150, BS 60. Multi spells lists, concentration on Underworld and Messenger.

Hera	**75**	**35**	**525**	**RL**	**50**	**N**	**110cl**	**---**	Greek goddess of marriage. *Immortal, Midwifery, Voice of Authority, Power Efficiency.*

Cuckoo Specter has an alabaster cuckoo on top of it with tiny gems of various colors sprinkled on the bird's tail. It functions as a symbol of her power and functions as *4 PP, provides continuous Aura, and cast +30 shock bolts 5 times per day. Robes provides Hera protection as Rigid Leather +30 but do not encumber her movements. PP370 *4. DS 175, BS 75. Multi spells lists, concentration on Earth.

Pan	**40**	**70**	**400**	**No**	**70**	**N**	**120st**	**110sl**	Greek god of Nature. *Immortal, Great Shout, Lore, Wine-Endowment, Strength of Form, Ramming.*

Old Staff functions as a +30 weapon and doubles the rate of healing spells cast for healing fruits, vines, and grapes. *Syrinx* is a normal band of cut reeds tied by string. The pipes contain numerous powers: while playing, it provides user with +30 bonus to music skills and to all bardic spells; the pipes functions as *4 PP; and it allows the user to ignite any number of emotions in the desired target(s). The number of targets cannot exceed the user's level. PP 160 *4. DS 110, BS 40. Multi spells lists, concentration on Earth.

Poseidon	**75**	**70**	**550**	**CH**	**65**	**N**	**210sp**	**155sp**	Greek god of Sea. *Immortal, Water-form, Water-weaving, Water-senses, Isle-moving, Earth-weaving.*

Trident of Poseidon is a large trident that functions as +20 enchanted spear but delivers an additional Puncture critical. The trident is able to cast Water Bolt *3 per day. It can also be thrown twice its normal range without penalty and will always return to caster. The trident can cause minor tremors once a day whenever its butt stomps the ground . Sea Armor acts as Chain Armor but wears as Soft Leather with a +30 to DB. PP 300. DS 160, BS 75. Multi spells lists, concentration on Water and Earth.

Zeus	**95**	**40**	**570**	**CH**	**75**	**N**	**230sp**	**180sp**	Greek god of the heavens. *Immortal, Metis, Air-weaving, Electricity Immunity, Strength of Form.*

Lightning Spears- these spears resemble a 'live' lightning bolt and are treated as such but inflict *3 damage. Zeus tends to hurdle these lightning bolts from afar. They have thrice the normal range of a spear. *Kingly Scepter* is the symbol of authority. The scepter shimmers with a silvery light, and confers upon its holder a continuous True Aura and +30 holy mace. Oak Leaf Crown protects the wearer as if it is a +30 helmet but encumbers as nothing. It also aids in all Seer/Astrologer spells with a +30 bonus. It functions as *4 PP. Cretan Kilt is an enchanted sleeveless silky kilt, which protects as +30 Chain Armor but encumbers as nothing. PP380 *4. DS 150, BS 80. Multi spells lists, concentration on Sky and Weather.

Dionysus	**55**	**40**	**450**	**RL**	**60**	**N**	**110st**	**100bw**	Greek god of wines. *Immortal, Madness, Befriend Beasts, Herb Lore, Plant-Endowment.*

Thyrsus is an enchanted staff that allows free use of Herb and Plant Mastery to 10th (100PP/day) and provides +20 OB. Lyre has numerous powers; it provides +20to music skills and bardic spells; functions as *3PP and allows user to ignite any number of emotions in desired target(s): confusing, fear, calm, anger, or lust. Panther Skin Kilt has been magically hardened and protects like Rigid Leather with +20 DB. PP220 *3, DS 100, BS 50. Multi spells lists, concentration on Enlightening.

PALOMON:
THE CURSED KING

AN ENCOUNTER FOR MYTHIC GREECE

BY AARON ALLSTON

In the time of the Age of Heroes, Palomon was the prince of Tathonos, a small island kingdom in the Mediterranean. Tathonos lay southeast of Lemnos and was seldom visited by traders, royal emissaries, supplicants, good weather or wealth.

When the old king, Palomon's father-in-law, died, Palomon came to the throne and vowed to change things. He resolved to become the greatest of kings. He started by gathering his few scraggly warriors, loading them onto the island's sole warship, and raiding a nearby isle that was even smaller and poorer. Once he'd added that island's wealth to his own, sold its surviving women and children as slaves, he decided his decision was a good one.

A year later, he had an impressively savage, if small, pirate fleet under his control. Three years after that, the fleet was no longer small. But that year, the pirate king sacked a Lemnian city and looted the temple of Hephaestus, Craftsman of the Gods... and patron of Lemnos.

Hephaestus is a thinking man's god. He planned and executed a gruesome revenge.

First, he made a glorious crown and gave it to Aeolus, Lord of the Winds, provided that Aeolus keep all the ships of the island of Tathonos landbound... for five years.

Second, he crafted a wondrous golden horn of plenty for the goddess Demeter, queen of growing things... if only she'd do him a little favor: Cause all plants on Tathonos to die, not to grow again for five hard years.

For Hades, Lord of the Dead, Hephaestus crafted the greatest of the three presents, adamantine doors for the god's palace in the city of Erebus. The doors could only be budged by the mightiest of gods, but would swing open at Hades' command; and, being intelligent, they would announce all visitors. Hades mounted them in his dining hall, and did his favor for Hephaestus: He let the doomed citizens of Tathonos die... and worse... as Hephaestus dictated.

For a period of years, Palomon watched his island perish. The farmers and fishermen who were most faithful to the gods could escape, paddling boats and rafts outside the areas where the winds went mad, but all others—particularly the pirates— were stranded. Winds and storms would throw all escaping water-craft back to Tathonos, smashing them on the rocks or the beaches.

The men of Tathonos had only fish to eat, and could only catch fish from shore or boats straying no more than a few hundred feet from shore. This wasn't enough. They gradually starved. Palomon, as king, could seize enough food from his subjects to stay healthy... in the beginning, at least.

The citizens perished, but did not exactly die. They shriveled until they were nearly skeletons... then died... and kept walking, their skin rotting and washing off their bones, until they were skeletons. They no

longer heard Palomon's orders; they did nothing but wander the island, murdering fish and birds, ignoring their living king and one another.

In the fifth year, only Palomon still lived, and he was rapidly nearing the end. He returned to his palace from fishing one evening and found a glorious meal laid out for him—and no host or servants in sight. He fell on the meal, devouring golden fruits and roasted meats, drinking heavenly wines... and then he felt Hephaestus' magical meal begin to change him.

Mystical substances coursed through his veins, changing the structure and nature of his bones, his organs. Then agonizing heat blasted through him, literally burning his flesh to ash. When the transformation was done, what was left was a skeleton—but a skeleton unlike all the others, a king of skeletons.

Palomon's bones were all made of gold—real gold, living gold which healed its wounds, gold supported by a superstructure of the magical metal adamantine. And these bones were still, and permanently, superheated: He had only to touch wood to set it afire, and could only rest his weary bones on stone thrones and beds.

His brain, now a crystalline mass, was still partially functional within its gold-and-adamantine casing. But his mind didn't work entirely right. Palomon remembered his name and rank; he knew he hated Hephaestus and now hated all living things; he remembered a little of his battle tactics. But details which were true for him in his last days of life remained as "truth" in his mind even when they were no longer reality. For instance, since the men of Tathonos hadn't been able to leave the island, in his new form he never wondered (and was, in fact, incapable of wondering) if he could leave now. He never once tried to leave the island, even years after the five-year curse of his island was past.

But in his new form, at long last, he could talk to his subjects again: Hear their petty clacking complaints, order them to perform their duties—such as patrolling the island, killing all living things encountered, keeping the village and palace in good order, and so forth.

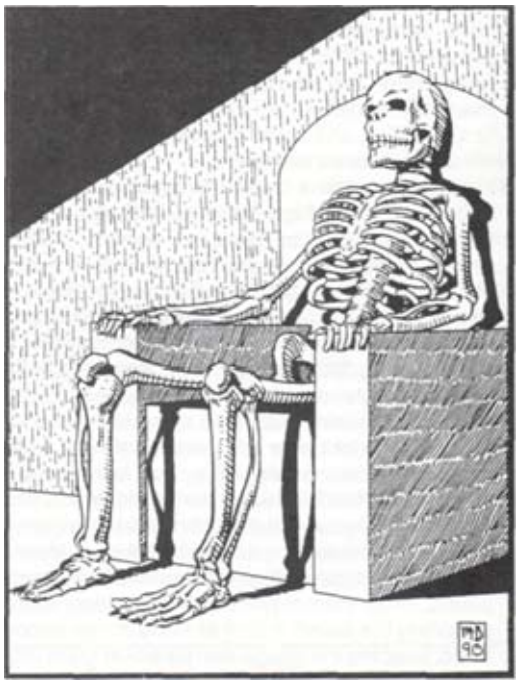
And so, in his new role as king of skeletons, he has existed on the haunted island of Tathonos, seeing to the elimination of all living things which set foot or fin or wing upon his territory, hopelessly trying to think clearly so he can plot revenge on Hephaestus, struggling to remember his life and his ambitions.

CAMPAIGNING PALOMON

In a fantasy campaign, Palomon and his dead island of Tathonos are supposed to be a challenge for player-characters... but it's up to the GM to decide just what sort of challenge they are. Here are several scenario ideas for using them:

(1) Divine Cleanup. Long after the fact, Hephaestus could remember that he left a potentially deadly situation on the island of Tathonos; he would speak to a devout PC in dreams, instructing that PC to take

a sturdy crew of heroes to Tathonos and destroy the evil to be found there. Of course, he wouldn't say much more than that; it would be cheating!



(2) Divine Revenge or Test. Hephaestus could maintain Tathonos as a killing ground; he'd have made a long-term contract with Aeolus so that only ships specified by Hephaestus could ever reach the island (and, often as not, they'd reach it via a stormy shipwreck). Hephaestus arranges to have ships manned by heroes he doesn't like wreck upon Tathonos' reefs, so that the ships' crews will be slain by Palomon and his minions. Hephaestus "loans out" the island to other gods for the same purpose. Likewise, Hephaestus' motives for bringing heroes to Tathonos may not be quite that sinister; he may simply wish to test them, hoping to find a hero who will make short work of Palomon, the kind of hero who can undertake great quests for Hephaestus.

(3) Modern Horror. Remember the movie Jason and the Argonauts, particularly the island where Hephaestus' forge and old treasure were guarded by Talos? Remember the lovely sense of antiquity and danger in that sequence? For a change of pace, use the island is a treasure-hunter's goal in a 1930s or modern campaign... especially a horror campaign. One character, either a treasure-hungry PC or a somewhat cracked NPC, stumbles across a map and a legend. The map shows the approximate location of Tathonos in an off-the-sea-lanes quadrant of the Mediterranean, and the legend tells of the treasure hidden away there millennia ago... a treasure of a treacherous king's bones encased in gold. So what if those who recorded the legend didn't know all the facts... didn't know that Palomon still walked... But the treasure aspect of the legend could still be true, since gods and nymphs could have stowed their treasure on Tathonos, relying on the protection of the skeletons. Likewise, treasures seized from millennias' worth of hapless travellers could be stuffed into one of the large Mycenaean-era tombs on the island.

PALOMON'S TACTICS

Palomon, who has some tactical sense left, takes a spider's-web approach to his war on the living. He stations skeletons at all approaches to the island: On every seaside promontory, on every trail and road. Often, these observer-skeletons are buried up to their necks in sand or ridden trash, built into a wall or sealed into a tomb or cave (with only a skull-sized hole left open), etc.

When they see living intruders, these skeletons need only turn toward the ruined town of Tathonos and speak to their king (a function of Palomon's Mind Link). Humans can't hear this speech, of course, though they may (GM's discretion) feel a cold, creepy wind whenever such things take place. Were they to see a skeleton talking to its king, they'd simply see it facing the ruins and moving its jaw... which, in and of itself, is an eerie scene. A skeleton discovered by the living will, of course, attack the living... but they're not supposed to be discovered.

No, Palomon has ordered his skeleton minions to wait and continue to report. Once he is satisfied that the human intruders have decided that the island is safe, once they've let their guards down, and especially when night falls, he sends his troops into action.

The skeletons march. They rise from the necropolis outside the walls of the town of Tathonos. First, they fall on the poor dupes who were left behind to guard the boat (or plane or helicopter). Just like in the movies, these deaths usually take place off-camera... though a PC, or an NPC child or love interest, might survive the attack and make it to the main encampment, giving their friends a spare few moments' warning.

Then, of course, the skeletons, joined by Palomon, circle the area where the humans are and move in on them. Before they move in, though, they announce themselves, banging their arm-bones on their shields in an eerie drum-like rhythm: Rattle-rattle-rattle, clack-clack-clack; rattle-rattle-rattle, clack-clack-clack... Imagine that sound coming from dozens or even hundreds of skeleton warriors and you imagine a scary noise indeed.

Finally, the skeletons move in on the human encampment, chopping, biting, murdering. Soon enough, the humans they have slain will join them as dead warriors. Will the heroes destroy them with some clever ploy? Will the humans break through their perimeter and escape back to the boat/plane/ helicopter? Depends on how you've set it up.

VARYING THE DETAILS

Naturally, you can alter the whole tone and approach of this adventure. Change it from a barren Mediterranean island to a shadow-haunted ruin of a German castle, make Palomon a free-thinking king of the undead... do whatever works.

Palomon:	Skeleton Lord	**Home:**	Tathonos	**Hunter:**	Hephaestus
Special Powers:	*Fear* – anyone coming within sight of Palomon suffers a 5th level fear attack, *Bag of Bones* -Ignores all bleeding results, Slash criticals are treated as crush criticals, All missiles attacks are at ½ damage, *Superheated* - Touch delivers A Heat Critical and is immune to heat, *Resistance* - all Mind Attacks resists +30RR, *Weight in Gold* – Palomon is made of gold and is worth 500 oxen (500 gp), *Telepathic* – has a mind link with the undead on the island				
Level:	10				
Hits:	200	**AT/DB:**	Pl/50	**Shield**	Yes (+10)
Melee OB:	90 sp	**Missile OB:**	60 bw	**MM:**	15

Skeletons of Tathonos:		**Home:**	Tathonos	**Hunter:**	Hephaestus
Special Powers:	*Fear* – anyone coming within sight of a skeleton suffers a 2th level fear attack, *Bag of Bones* -Ignores all bleeding results, Slash criticals are treated as crush criticals, All missiles attacks are at ½ damage, *Telepathic* – has a mind link with Palomon and follows his orders				
Level:	5	**Number:**	128		
Hits:	100	**AT/DB:**	No/20	**Shield**	Yes
Melee OB:	60 sp	**Missile OB:**	40 bw	**MM:**	20

MACEDONIA
ILLYRICUM
EPIRUS
THESSALY
CHALCIDICE
AETOLIA
EUBOEA
PELOPONNESE
IONIAN SEA
AEGEAN SEA
CRETAN SEA
LYDIA
CARIA
CRETE
Strymon
Amphipolis
Axius
Thasos
Sestus
Percote
Troy
Lyrnessus
Tenedos
Lemnos
Mt. Olympus
Haliacmon
Atarneus
Mytilene
Lesbos
Cyme
Sardes
Chios
Erythrae
Ephesus
Samos
Miletus
Halicarnassus
To Lycia
Cnidus
Rhodes
Astypalea
Thera
Melos
Ceos
Delos
Andros
Athens
Thebes
Delphi
Lamia
Scyros
Iolcus
Buthrotum
Corcyra
Dodona
Ambracia
Ithaca
Dulichium
Mycenae
Argos
Alpheus
Sparta
Pylos
north
east
south
west
SCALE IN MILES
0
50
100
150
To Jerusalem
THE CITY OF TROY
100 Ft
Watch Tower
Priam's Palace
Well
Postern
Hesperian Gate
Dardanian Gate
West Postern
Great Tower of Ilian
Scaean Gate
Shawn Brown 2004

Mythic Greece Errata

Version 1.13: Revised June 29, 2003

by Aaron Allston

INTRODUCTION

In the years since Mythic Greece: The Age of Heroes was released (in 1988), a lot of errors in the supplement have come to light. This file addresses the errors we have detected. Additionally, since Mythic Greece was written for 1st Edition Fantasy Hero and is not fully compatible with 4th Edition Champions, we provide advice here to update Mythic Greece campaigns to the new edition of the game. (Since Mythic Greece is a fantasy milieu very different from those in 2nd Edition Fantasy Hero, I've gone to no extra trouble to coordinate the update material with the new Fantasy Hero. It's not incompatible with Fantasy Hero; it just doesn't follow the generic European fantasy tradition presented in Fantasy Hero and other FRP games.)

This errata file is broken down into two parts:

PART ONE: NECESSARY CORRECTIONS
In this section, we provide corrections to the most significant errors in the supplement — the errors that involve facts about the setting, point-cost imbalances, changes to the game-rules, names of and facts about characters, etc.

PART TWO: CLARIFICATIONS
This section clarifies certain sections of the Mythic Greece text which I felt were inadequately detailed.

NOTE ABOUT AGE OF HEROES
The supplement I proposed to Hero Games in 1985 bore the working title Age of Heroes. In 1987 or 1988, as the project neared completion and publication, Iron Crown Enterprises decided to retitle it Mythic Greece, based on marketing feedback indicating that retailers needed high-concept game titles that conveyed the products' contents more directly; The Age of Heroes was retained as a subhead.
After Mythic Greece went out of publication, TSR Inc. published its own 2nd edition AD&D game supplement titled Age of Heroes, part of their historical reference campaign sourcebook series. Their Age of Heroes seems to concentrate more on the Greece of the classical era than that of the mythic Bronze Age. Their Age of Heroes has no connection with Mythic Greece: The Age of Heroes, but is certainly worth looking at in its own right.

PART ONE: NECESSARY CORRECTIONS

- **PAGE 2** Column 2, the line reading 10.0 Fantasy Hero Character Creation should instead read 10.0 Hellas.

- **PAGE 27** Throughout this page, wherever the word Disadvantage is given, substitute the word Limitation.

- **PAGE 28** Column 1, in the "Telepathy" paragraph, the first sentence should actually end: " — that is, only to communicate with someone who doesn't speak your language, or with animals or monsters." The communication is two-way, not one-way as the text unintentionally suggests.

- **PAGE 28** Column 2, under the "Sorcerers and Their Spells" headline, fourth paragraph, first sentence — Delete the entire phrase ", and the male sorcerers' require (sic) limitation of motif, as described below under Package Deals". That sentence should now end, "... (other than the restrictions on Effects, listed above)." (In an earlier draft, sorcerers had to have more serious restrictions on their types of magic than sorceresses, a restriction which was removed in later drafts... but associated text was never entirely corrected.)

- **PAGE 32** The map has no bar indicating distance and scale. (The original plan was to have the map overlaid with 25-mile hexes, so a scale bar was unnecessary. At some point the hex-grid was deleted, either by accident or because it cluttered the page too much, and the scale-bar was not added back in.) On this map, 100 miles is approximately equal to 1 11/16". The island of Euboea, on its long axis, is a little over 100 miles long.

- **PAGE 53** A really strange error crept into the "Turning Chariot Diagram" at the bottom. Of course, the horses-and-chariot rig should be much longer than one Champions hex; it should, in fact, be more like three hexes long.

- **PAGE 73** This map is a mess. A long list of corrections follows:

• Dodona: The town represented by "ee" should be spelled "Dodona," not "Podoma." (ICE mapmakers were unable to read my handwriting, a common situation with my handwriting.)
• Ephyra: This town should appear on the map. Find location "ee." Look west from there; the long island lying offshore, the one which looks like a jagged boomerang, is Phaecia. Off its southern tip are two small islands. The more northern, larger, of these is the island of Paxos. Head due east from Paxos and you'll see where a river on the mainland reaches the sea. A fraction of an inch upriver from where that river meets the sea is the town of Ephyra.
• Gla: On the map, due right from Orchomenus (letter "x" on the map), at the eastern tip of the lake shown on the map (Lake Copais) is where the city of Gla lies.
• Iolcos: The name of this city is spelled "Iolcus" on the map and "Iolcos" in the text. Neither spelling is "wrong," but it should be spelled "Iolcos" for consistency's sake.
• Lerna: This town, near the swamp where Heracles killed the Hydra, should be on the map. It is southwest of Argos ("b" on the map). Find where the river Inachus (the river Argos sits next to) meets the sea and follow the coast about 1/16" southwest; that's where Lerna should lie.
• Phthia: This town should be on the map near Trachis ("mm" on the map). Phthia lies due north of Trachis, just on the other side of the little bay.
• Tricorinthus: This small city should be on the map. It lies in the vicinity of Marathon ("p" on the map); due northeast of Marathon, around a bend in the coast, you'll see a dot for a city, and that's where Tricorinthus goes.
• The letter "m" should be deleted altogether from the map (Knossos is correctly "l" on the map).
• Crete: The island of Crete should be listed under the map key for Islands. It is the long island at the south end of the map, with the notation "l" (for Knossos) on it.
• Phaecia: Phaecia is the long island lying offshore to the west of Dodona ("ee" on the map).
• Mt. Olympus: The location of Mt. Olympus, home of the gods, should be indicated on the map. It would lie about a quarter of an inch north-northwest of Lapithae ("n" on the map).
• Mt. Parnassus: Mt. Parnassus is the mountain to the north of Delphi ("h" on the map).
• Mt. Pelion: Mt. Pelion, home of the centaur Chiron, lies east-northeast of the city of Iolcos ("k" on the map), beside the sea.
• Scale: The map has no bar indicating distance and scale. On this map, as with the map on Page 32, 100 miles is approximately equal to 1 11/16".

- **PAGE 89** This map has its own share of errors:

• Ares' Island: This island is just off the north shore of Amazonia, about an eighth of an inch northeast of the city of Themiscyra.

• Bosphorus: To find the Bosphorus, look at the strait of water which connects the Mediterranean to the Euxine. It narrows at both ends. The narrow end toward the Mediterranean is the Hellespont (the Dardanelles); the narrow end toward the Euxine is the Bosphorus.
• Chios: The writeup for Chios should actually appear in section 10.0, Hellas.
• Gordium: On the map, the city shown as "Gordiam" should instead be spelled "Gordium," and the island shown as "Thawacia" should instead be spelled "Thrinacia." (Both errors can be traced to the difficulties most people have in interpreting my handwriting; the original Mythic Greece maps were all hand-drawn and handwritten.)
• Hesperia: The location of Hesperia (Italy) should be shown on the map in Italy's usual position (i.e., the boot-shaped peninsula with the cities Tarquinii and Veii at the top.

- **PAGE 99** On the map, the name "Gaditus" should actually be "Gadirus."

- **PAGE 107** Column 1, Year 278, the name of Medea's son should be Medeus (the suffix "-is" normally indicates a daughter).

- **PAGE 124** Column 2, under the "Equipment" paragraph, Theseus should carry a Bronze-Headed Club instead of a Great Club.

PART TWO: CLARIFICATIONS

- **PAGE 11, "LANGUAGES," AND PAGE 22, "LANGUAGES"** I failed to describe one important use for the Pelasgian language in a campaign. In the Mythic Greece setting, Pelasgian is the very first language spoken by humans, and the ancestors of all men spoke it. Therefore, no matter where in the world the player-characters go, in any culture there will be scholars and linguists who speak some variant of Pelasgian. This means that Pelasgian-speaking PCs can eventually find someone to talk to, no matter where in the world they find themselves.

- **PAGE 25** I should never have referred to the Wood-Nymph's Special Power as "Merge With Trees." I never meant to imply that the nymphs were physically melding into the trees — that particular ability is ascribed to them in a very few places, including one well-known role-playing game, but I was not trying to duplicate it here. Instead, this power is the nymphs' incredible, perhaps magical stealthiness in a woodland setting. Check out the revised Wood-Nymph package deal below; there, the power has been redefined as a limited Invisibility. (The wood-nymphs' propensity for living within trees can be explained as their finding and shaping hollow trees to live within.) However, if your own vision of nymphs involves them mystically blending with the trees, then change the Mythic Greece rules to suit your campaign.

- **PAGES 31, 37, 50, 54, 61, 63, 71, 72: SUBHEADS**
  Page 31: Just below the chapter headline, you'll see this subhead: "For Players." This is a result of a miscommunication between me and Iron Crown. Every chapter in the book was supposed to have either the words "For Players and GM" or "For GM Only" below the chapter headline, indicating who should read the chapter. But in the editing process, signals got crossed, and "For Players" and "For the GM Only" ended up as irrelevant, puzzling subheads scattered through the supplement.
  The other pages where this occured include:
  Page 37: "For Players" headline
  Page 50: "For Players" headline
  Page 54: "For The GM Only" headline
  Page 61: "For The GM Only" headline
  Page 63: "For The GM Only" headline
  Page 71: "For The GM Only" headline
  Page 72: "For The GM Only" headline

EXCEPTIONS

Shapeshifters can sometimes violate the restrictions on Special Powers; if a shapeshifter's form naturally has a power which is forbidden by the rules above, the shapeshifter will probably still be able to buy the power in his shifted form. Each such case is subject to GM approval, of course.

Certain package deals may allow characters to buy Special Powers which violate listed restrictions on Special Powers.

LAST NOTE

These are, by the way, only recommendations, my effort to make the magic work like it does in the Greek myths (and the movies based on them). In your own campaign, you can restructure the list any way you please.

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Mythic Greece Character Sheet

Name:_____
Race/Culture:_____
Profession:_____
Demaneor:_____
Hero Level:_____
Watcher:_____
Hunter:_____
Special Powers:_____
Patron/Priest:_____
Description: _____

Languages	Lvl
1)	
2)	
3)	
4)	
5)	
6)	
7)	
8)	

Spells	Lvl	Chance
1)		
2)		
3)		
4)		
5)		
6)		
7)		
8)		

Age:_____ Height:_____ Weight:_____ Gender:_____

Stat (Abbr)	Value	Normal Bonus	Race Bonus	Total Bonus
Strength				
Agility				
Constitution				
Intelligence				
Intuition				
Presence				
Appearance				

Special Ability:_____

Current Level:_____
Power Points:-_____
Armor Worn:_____
Shield:_____
Arm greaves (-5 OB):_____
Leg greaves (-5 MM):_____
Helmet (-5 Perception):_____

Weight Carried:_____
Encumbrance Pen.:_____
Transport:_____

Experience Points
[ ]
[ ]
[ ]

Skill	5% Ranks	2% Ranks	Rank Bonus	Stat Bonus	Profession Bonus	Item Bonus	Special Bonus	Special Bonus	Total Bonus
Movenment & Manuever Skill Category:									
No armor	□□	Maximum		AG____				+-0	MM
Soft Leather	□□□	Number		AG____				-15	MM
Rigid Leather	□□□□□	Of		AG____				-30	MM
Chain	□□□□□ □□	Ranks		ST____				-45	MM
Plate (Panoply)	□□□□□ □□□□			ST____				-60	MM
Weapon Skill Category:									
1-H Edged	□□□□□	□□□□□ □□□□□		ST____					OB
1-H Concussion	□□□□□	□□□□□ □□□□□		ST____					OB
2-Handed	□□□□□	□□□□□ □□□□□		ST____					OB
Thrown	□□□□□	□□□□□ □□□□□		AG____					OB
Missile	□□□□□	□□□□□ □□□□□		AG____					OB
Pole-Arms	□□□□□	□□□□□ □□□□□		ST____					OB
General Skill Category:									
Climb	□□□□□	□□□□□ □□□□□		AG____					MM
Ride/Charioteering	□□□□□	□□□□□ □□□□□		IT____					MM
Swim	□□□□□	□□□□□ □□□□□		AG____					MM
Track	□□□□□	□□□□□ □□□□□		IG____					SM
Subterfudge Skill Category:									
Ambush	□□□□□	□□□□□ □□□□□		xxxxxxxxx	xxxxxxxx	xxxxxxxx			SP
Stalk/Hide	□□□□□	□□□□□ □□□□□		PR____					MM/SM
Pick Lock	□□□□□	□□□□□ □□□□□		IG____					SM
Disarm Trap	□□□□□	□□□□□ □□□□□		IT____					SM
Magical Skill Category:									
Read Rune	□□□□□	□□□□□ □□□□□		IG____					SM
Use Item	□□□□□	□□□□□ □□□□□		IT____					SM
Directed Spells	□□□□□	□□□□□ □□□□□		AG____					OB
Miscellaneous Skill Category:									
Perception	□□□□□	□□□□□ □□□□□		IT ____					SM
Body Development	□□□□□	□□□□□ □□□□□		CO____				+5	SP
Base Spell OB	_____		xxxxxxxx	xxxxxxxxx					OB
Secondary Skill Category:									
Priest (if spell caster)	□□□□□	□□□□□ □□□□□							
_____	□□□□□	□□□□□ □□□□□							
_____	□□□□□	□□□□□ □□□□□							
_____	□□□□□	□□□□□ □□□□□							
_____	□□□□□	□□□□□ □□□□□							
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_____	□□□□□	□□□□□ □□□□□							
_____	□□□□□	□□□□□ □□□□□							
_____	□□□□□	□□□□□ □□□□□							
_____	□□□□□	□□□□□ □□□□□							
_____	□□□□□	□□□□□ □□□□□							

Money
Ox (GP) _____)
SP (_____)
CP (_____)
Other Treasures _____)
_____
_____

Defensive Bonus (DB):	AG____						
Essence RR Bonus:	IG____						
Channeling RR Bonus:	IT____						
RR Versus Heat:	CO____						
RR Versus Cold:	CO____						
Poison RR Bonus:	CO____						
Disease RR Bonus:	CO____						

MYTHIC GREECE: AGE OF HEROES RACE TABLES

Adolescence Skill Rank Table

	M&M				Weapon Skills						General Skills			Subterfuge Skills				Magical		Misc		%	A	B
Races	No	SL	RL	Ch	1E	1C	2H	Th	Mi	Pa	Cl	Ri	Sw	A	s/h	Pl	Dt	Rr	Ui	P	Bd	SP	LR	O
Achaean	0	0	1	1	1	0	0	1	0	2	1	0	2	1	0	0	0	0	0	1	2	5	3	5
Amazon	1	1	0	0	1	0	0	1	2	1	1	4	0	0	0	0	0	0	0	1	2	5	5	4
Etruscan	0	0	1	1	0	0	0	1	1	1	1	0	2	0	0	0	0	1	0	1	2	5	4	4
Latin	1	1	1	0	1	0	0	0	1	1	1	0	1	0	1	0	0	0	0	1	2	3	3	5
Minoan	0	1	1	0	1	0	1	0	1	1	0	0	3	0	0	0	0	1	0	2	2	5	3	4
Myrmidon	1	0	1	1	1	0	1	0	1	2	1	0	0	0	0	0	0	0	0	2	3	7	3	4
Phoenician	1	0	0	1	1	0	0	1	1	0	0	0	4	0	1	0	0	0	2	2	1	3	5	4
Trojan	1	0	0	1	0	0	0	1	1	2	1	3	0	0	0	0	0	0	1	1	2	7	3	4
Sparte	1	0	1	1	1	0	1	0	0	1	2	0	0	0	0	0	0	0	0	1	3	7	3	3
Centaur	2	0	0	0	0	2	0	0	1	1	0	0	0	0	1	0	0	1	0	2	4	7	4	5
Satyr/Silenus	1	0	0	0	1	0	0	1	0	1	0	0	0	0	3	0	0	0	1	2	3	10	3	4
Dryad	1	0	0	0	1	0	0	1	0	0	4	0	1	0	4	0	0	1	2	3	1	20	4	4
Nereid	1	0	0	0	0	0	0	0	0	0	0	1	6	0	3	0	0	2	1	3	1	30	4	4
Oread	1	0	0	0	0	0	0	1	1	1	1	0	0	0	3	0	0	1	1	3	1	20	4	4

Special Race-Modifications

Races	ST	AG	CO	IG	IT	PR	Essence	Channeling	Poison	Disease
Human[1]	+5	0	0	0	0	0	0	0	0	0
Mymidon	+5	0	0	0	0	-5	0	0	+10	+10
Centaur	+5	-5	+15	0	+5	0	0	0	+10	+20
Satyr/Silenus	0	+5	+10	0	-5	-5	0	0	+20	+100
Sparte	+5	0	+10	-5	-5	0	0	0	0	0
Nymph	-10	+10	0	0	0	+5	0	0	+20	+100

Starting Languages

Region	**Language Ranks for Starting Characters**
In and Near Greece	
Greek	Achaeans 5, Minoans 4, Myrmidons 5, Trojans 5, Centaurs 5, Satyrs 5, Sparte 5, Dryads 5, Oreads 5, Nereids 5.
Minoan	Achaeans 2, Minoans 5, Satyrs 3.
Pelasgian	Achaeans 4, Myrmidons 3, Satyrs 3, Sparte 3.
Sintian	Achaeans (from Lemnos only) 5.
Asia Minor	Phoenician of Cyprus and Asian may chose one Asia Minor language to rank 5
Phoenician	Phoenician 5
Hatti	
Phrygian	Sileni 5, Trojan 3.
Amazon	Amazons 5.
Luwian	Sileni 3.
Lydian	
Northern Africa	Amazons of Hespera and Phoenician of Carthage may chose one African language to rank 2 and 5 respectively.
Egyptian	
Libyan	Amazons 3.
Ethiopian	
Amazon	Amazons 5.
Eastern Europe	Amazons of Amazonia have one Eastern European language to rank 2.
Colchian	
Thracian	Trojans 1.
Scythian	Amazons 3.
Slavic	
Western Europe	
Etruscan	Etruscan 5, Latin 3
Latin	Etruscan 3. Latin 5
Celtic	
Note: Subject to racial language restrictions, Dryads and Oreads learn one additional language to rank 4; Minoans and Nereids, one to rank 3; Centaurs, two to ranks 3 and 1, Etruscan learn one additional language to rank 2 either Greek or Phoenician. Phoenician may chose one language In and Near Greece to rank 2.	

[1] Human includes Acheaen, Amazon, Etruscan, Latin, Minoan, Phoenician and Trojan.

Virtues, Flaws, and Quirks

Acheaen (Danaans, Minyans,Greek and Hellenes)
- None
- Fear death

Amazon
- Horse lovers: +10 to handling horsess
- Mortal Combat: +10 to OB from Horseback
- Extreme Feminist: Dislike males
- Natural linguist: learn any language at the 1/2 rate

Etruscan (Tyrrhenians, and Tysenians)
- +10 Omen Reading and Priest Skills
- Fatalists

Latin
- None

Minoan (Caria and Lycia)
- Sailors: +10 to Navigation
- Sailors: +10 to Boat Handling
- Do not get seasick

Myrmidons (ant men)
- Tough: +10 to Posion and Disease
- Organized: +10 Military Tactics
- Indistinguishable features
- Lack individuality: -10 to Influence Skills
- Can see in moonlight as if day

Phoenicians
- Sea Worthiness: do not become seasick
- Seaman: +10 to boating skills
- Traders: +10 to apprisials skills

Trojan (Dardanians or Ilians)
- +10 to Animal Handling
- Horse lover: +10 charioteering

Centaurs
- Lifespan: 150-175 years
- Endurance and speed of a horse
- Nightvision: see 200' in dark forest as if day
- Live off the earth: +15 foraging
- Great Power already chosen: *Great Vitality*
- Limited mobility: -50 to climbing
- Easily inebriate: -20 RR to alcohol
- Charge: +40 Mba when charging opponent
- Dislike towns

Satyr (faun)
- Lifespan: Immortal
- Endurance of a goat
- Musicians: +10 to muisc instructments
- Natural Bards: +10 to Bard Spells
- Rangers: +10 foraging
- Hearing: twice the normal range
- Limited mobility: -20 to climbing
- Immature and hedonistic
- Dislike towns

Sparte (Sown man)
- Dark vision
- Great Endurance : has twice the endurance of a human
- Knows no fear
- Headstrong

Silenus
- Lifespan: Immortal
- Endurance of a horse
- Musicians: +10 to muisc instructments
- Natural Bards: +10 to Bard Spells
- Rangers: +10 foraging
- Hearing: twice the normal range
- Limited mobility: -20 to climbing
- Immature but curious
- Dislike towns

Nereid (water nymph)
- Lifespan: Immortal
- Aquatic: +20 Swimming
- Singers: +15 Singing
- Prefer to Wrestle
- Great Power already chosen: *Aquatic*
  - Breathe water and air interchangeably
  - Swimming is like walking
  - Resist Elements: +20 RR versus Cold and Heat attacks
- Very Shy

Dryad (wood nymph)
- Lifespan: Immortal
- Nature's Protection: +10 DB while in forest
- Tree Healing: +10 First Aid on Trees
- Great Power already chosen: *Nature Lover*
  - Merge with tree (temporarily)
  - Resist Elements: +20 RR versus Cold and Heat attacks
  - Plant Facade
- Fear Fire
- Dislike towns

Oread (mountain nymph)
- Lifespan: Immortal
- Star Gazer: +15 Star-Gazing
- Knowledge: +10 Regional Lore
- Great Power already chosen: *Nature's Law*
  - Pathlore: knows each path's destination
  - Can run on stoney surface with no penatly
  - Resist Elements: +20 RR versus Cold and Heat attacks
  - Merge with stone (temporarily)
- Fear towns

Mythic Greece's Fabled Monsters & Creatures

Human Creatures

Name	Lvl	Size	MM	Hits	AT	DB	Shld	Melee OB	Miss OB	Gen Sk	Subt Sk	Notes
Animist	3	5	45	SL	20	Y	54/we	32/bw	32	25	4 spells, magic
Animist	6	10	63	SL	25	Y	72/we	45/bw	52	38	8 spells, magic
Animist	12	15	143	RL	25	Y	132/we	98/bw	80	55	15 spells, magic
Bandit	1	5	21	No	15	Y	30/we	15/bw	5	23	
Bandit	3	5	49	SL	20	Y	54/we	45/bw	25	38	
Bandit	5	15	62	SL	25	Y	69/we	58/bw	38	54	+5 shield
Bandit Leader	4	10	65	RL	30	Y	75/we	63/bw	32	45	+5 shield, +10 weapon
Bandit Leader	6	10	85	RL	30	Y	81/we	68/bw	41	48	+5 shield, +10 weapon
Bandit Leader	8	20	95	RL	40	Y	155/we	85/bw	59	57	+10 shield, +10 weapon
Centaurs	5	30	80	No	30	N	80/we	50Lba	38	54	
Dactyl	3	35	54	SL	30	N	50/we	40/bw	32	40	Magic, +20 weapons
Dryad	4	20	50	No	30	N	54/we	20/Bw	32	45	shiftchanger
King	5	20	60	Ch	30	Y	80/we	30/we	38	54	
Hero	10	25	100	Ch	30	Y	130/we	55/we	76	62	
god, minor	n/a	35	500	No	25	Y	150/sp	160/lb	80	93	+30 magical equipment,
Traveller	2	15	52	No	10	N	44/we	32/bw	32	29	
Traveller	4	15	62	No	10	N	64/we	53/bw	44	36	
Satyr	6	20	60	No	30	N	60/we	50Ba	41	48	
Warrior	2	10	30	RL	30	Y	38/we	28/bw	22	22	
Water Nymph	4	20	50	NO	30	N	54/we	20/bw	27	38	magic, shiftchanger

Natural Creatures

Name	Lvl	Size	MM	Hits	AT	DB	Shld	Melee OB	Miss OB	Gen Sk	Subt Sk	Notes
Bear, Brown	4	L	20	160	SL	30	N	65/LGr 70/LCl				
Bear, cub	1		20	34	RL	20	N	55/MGr				
Boar	3	L	30	110	SL	40	N	55/Lho				
Bull	4	L	20	160	No	20	N	60Lho 55lba				
Chamois	2	M	40	75	No	35	N	40ho 50ba				adept at climbing, goat
Deer, red	3	L	30	90	No	25	N	50Lho 40Mba				only males get antlers
Deer, roe	2	M	35	70	No	30	N	40ho 30ba				
Dog, sm	1	S	30	30	No	20	N	40/SBi				
Dog, med	2	M	30	50	No	25	N	50/MBi				
Dog, large	3	L	30	70	No	25	N	70/Lbi				
Dolphin	6	L	25	110	No	50	N	70/Ba				Intelligent, good
Eagle, golden	4	M	30	65	No	30	N	50cl 35Spi				
Ibex	3	L	25	105	No	25	N	60Lba 40ho				large goat
Horse, sm	2	M	30	90	No	30	N	30/MBa				Domesticated horse
Horse, large	3	L	30	110	No	30	N	45/Lra				Foreign horse
Large whip snake	3	M	25	25	No	30	N	45Sbi				
Lion	6	L	25	140	SL	20	N	85Lcl 85Lbi				Larger than African cousin, roar = 2 lvl fear
Leopard	4	M	30	100	No	40	N	60cl 80ba				Adept climber, +10 ambush
Wild Cat	2	S	40	20	No	50	N	35Cl 40Sbi				lynx and other wild cats
Wolf	3	M	15	95	No	30	N	65lbi				Hunts in packs, smell
Viper	1	S	20	5	No	30	N	35sSt				Venom with A crit or better

Fabled Monsters

Aranae	5	M	20	95	SL	35	N	55HPi 35MCl	Large telepathic spiders, some possess poison
Bear, Cave	12	L	25	190	RL	30	N	130LGr 105lcl	Lcrit
Boar, Great	10	L	20	190	RL	20	N	85/HHo 60/LBa	Unpredictable, ill tempered
Boubo	3	S	35	55	Ch	30	N	30/SCl	Immune to mind spells, no stun/bleed, all crit -1
Bull, giant	10	L	20	250	No	0	N	90/LHo 75/LBa	
Bronze Men	12	L	15	200	Pl	25	N	110/we 70/Ro	Lcrit, hands strike as mace, no stun/bleed, all crit -1
Cave lizard	8	L	25	140	SL	30	N	90/Lbi 70/Lba	
Crab, giant	5	L	20	120	Ch	20	N	60/Lpi*2 50/pi	
Cerebus	10	L	40	200	Ch	30	N	80/Hbi*3	Immortal, poison, persuade with honey cakes
Chimera	12	L	25	200	RL	30	N	90/LCl 90/LBi&LHo	+60 Fbolt, no ambush, smell, ½ heat attacks
Cyclops	10	L	5	250	SL	10	N	90/Lba 75/LCl	Hcrit, *2 damage/weapons
Dolphin, Gtr	9	L	35	140	RL	40	N	85/LBa	Playful, understands speech
Dragon	20	H	35	400	Ch	30	N	90/LCl 100/HBi	Smell, perception, various, poison, fly, cunning
Empusa	14	M	25	110	RL	20	N	80/we spell	Fly, shiftchanger, ignore stuns, spells, afraid of insults
Diomedeon Horse	5	L	30	126	No	20	N	60Ba	Does not fear man
Elephant, Dwarf	4	L	20	160	SL	25	N	60/Ba 55/LHo	Found on islands
Hephaestan Bull	6	L	20	170	Ch	10	N	50/Ho 60/Lba	Firebolt+50, tough hide, immune to heat, cold *2 damage, immune to fire
Hecatean Hound	3	M	20	66	RL	20	N	50/Bi breathe	Dark vision, poisonous breathe, immune to sleep spells, light spells do damage
Maenad	4	M	20	50	No	20	N	60LBa 40MCL	Crazy nymphs, invoke intoxication on its victims, goes berserk
Manticore	7	L	20	140	SL	40	N	100Cl 70LSt 60Bi	Multiattacks, stinger bolts strikes as +80cb, stinger and hair bolts has nerve poison, dark vision, track
Phoenix	15	L	45	250	No	50	N	100Hcl 70Mpi 80fbolt	Lcrit, immune to fire, when immolate all attacks have A Heat critical, cold attacks does *2, magic resistance, immolation, change sizes, resurrection, intelligent
Scorpion, giant	6	M	20	105	Ch	40	N	70/LPi*2 80/LSt	4th lvl poison with A crit or better, see invisible/shadows
Scorpion, huge	11	L	10	210	Ch	50	N	110HPi*2 130HSt	Lcrit, 8th lvl poison with A crit or better, see invisible/shadows
Skeleton	5	M	20	100	RL	35	N	60/we	Fear, ignores bleeding, slash=> crush crit, missiles ½ damage
Skeleton, lord	8	M	20	135	Ch	40	Y	88/we	Fear, ignores bleeding, slash => crush crts, missiles 1/2 damage
Snake, giant	8	L	20	100	No	60	N	70MBi 30MCr	poison with A crit or better
Siren	9	M	5	70	No	20	N	40/we 60/Lcl	9th lvl charm spell, flight, swim
Sphinx	12	L	20	230	RL	60	N	135/LCl 100/HBa	fly, spells, shift-shape, curses
Stag, Great	7	L	25	135	RL	45	N	75/LBa 60/Hho	wily, resist magic
Stymphian Bird	10	M	40	50	Ch	30	N	70/bw 50/MCl	flee at strange sounds
Vulture, giant	8	L	20	130	No	20	N	70/LCl 70/LBi	Immune to poison & disease

Fabled Monsters

Furies	12	M	10	100	Pl	30	N	110/whip 80/LBa	Immortal, invulnerability, fly, invoke guilt & insanity
Giant, Lesser	14	H	5	250	RL	20	N	90/LBa 75/cl	Hcrit,*2 dam/weapon, stomp *3 dam, rock *2 dam
Giant, Greater	20	H	5	320	RL	30	N	130/LBa 110/cl	Hcrit,*2 dam/weapon, stomp *3 dam, rock *2 dam
Ghost, Lesser	6	L	15	98	No	20	N	97/Lcl	Lcrit, no bleeding/stun, +20 attack, Fear
Ghost, Greater	15	L	20	160	No	50	N	110/we	Lcrit, see above, harm by magic attacks , Fear
Gorgon	15	M	10	100	Pl	10	N	20/SCl	Turns PC to stone 13th lvl by gaze, dark vision, magic
Griffon	8	L	40	130	SL	30	N	95/LCl 60/LBa	fly, hates horses, vision
Harpies	6	M	10	75	No	10	N	50/we 50/LCl	defiles, fly, may have "Earth/Air" spells
Hippogriffon	7	L	35	120	SL	30	N	90/LCl 100/HPi	fly, vision
Horse, Fable	5	L	40	160	No	30	N	60/Ba	Powers varies; immortal, speech, run on water & tough terrain
Hydra	20	H	25	170	Pl	40	N	110/HBa 90/LBi*3-9	regeneration, poison
Lion, Great	12	L	30	200	Ch	25	N	100/LCl 95/LBi	impenetrable skin, ½ heat and cold attacks
Minotaur	10	L	20	180	No	35	N	120/we 90/ho 80/Lba	ignore stuns, resist poison, presence, night vision
Pegasus	6	L	40	110	No	35	N	50/Ba 40/Ts	flight, smart, night vision

Weapon: we=weapon, bw=bow, sb=short bow, ss=short sword, Gr/gr=grapple, Cl/cl=claw, Bi/bi=bite, Ba/ba=bash, Ro/ro=rock, Fi/fi=fist

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